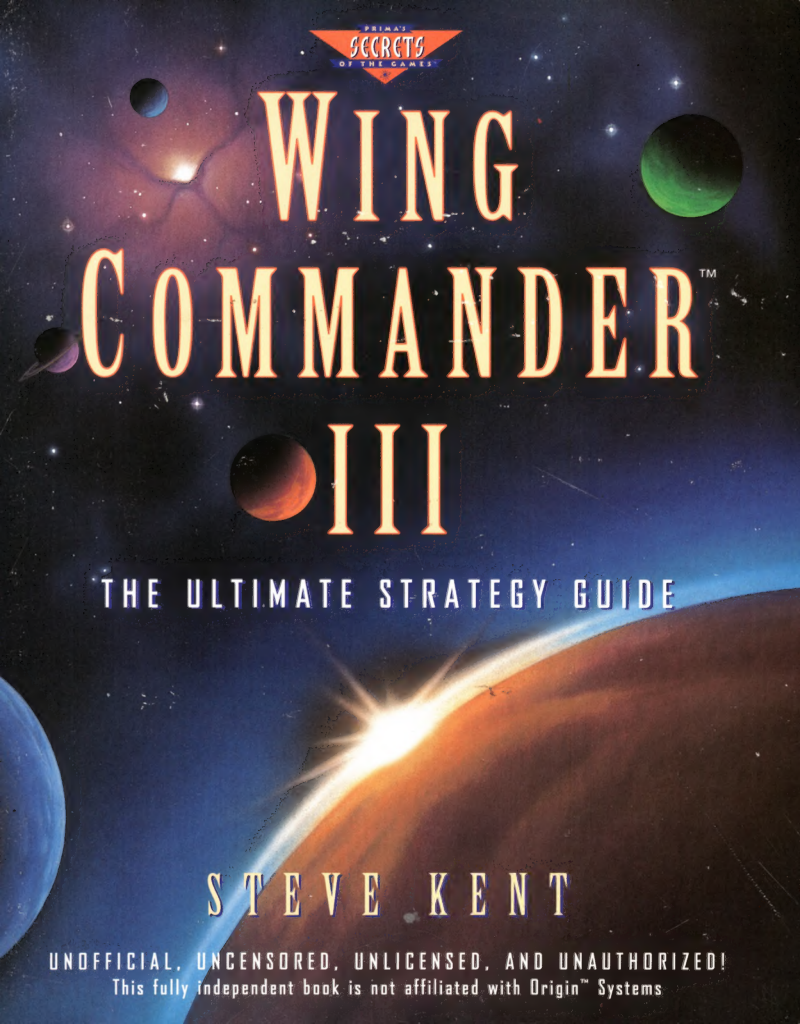

PRIMA'S
SECRETS
OF THE GAMES
WING
COMMANDER™
III
THE ULTIMATE STRATEGY GUIDE
STEVE KENT
UNOFFICIAL, UNCENSORED, UNLICENSED, AND UNAUTHORIZED!
This fully independent book is not affiliated with Origin™ Systems

1995
5
FILM
11-6-97

ISBN 1-55958-607-9

WING COMMANDER™ III

The Ultimate Strategy Guide

Computer Game Books

NOW AVAILABLE FROM PRIMA

The 7th Guest: The Official Strategy Guide
Aces Over Europe: The Official Strategy Guide
Aegis: Guardian of the Fleet—The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Betrayal at Krondor: The Official Strategy Guide
CD-ROM Games Secrets, Volume 1
Computer Adventure Games Secrets
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dracula Unleashed: The Official Strategy Guide & Novel
Front Page Sports Baseball '94: The Official Playbook
Harpoon II: The Official Strategy Guide
King's Quest VII: The Unauthorized Strategy Guide
Lemmings: The Official Companion (with disk)
Master of Orion: The Official Strategy Guide
Microsoft Flight Simulator: The Official Strategy Guide
Microsoft Golf: The Official Strategy Guide
Microsoft Space Simulator: The Official Strategy Guide
Might and Magic Compendium: The Authorized Strategy Guide for Games I, II, III, and IV
Myst: The Official Strategy Guide
Outpost: The Official Strategy Guide
Pagan: Ultima VIII—The Ultimate Strategy Guide
Panzer General: The Official Strategy Guide
Prince of Persia: The Official Strategy Guide
Quest for Glory: The Authorized Strategy Guide
Rebel Assault: The Official Insider's Guide
Return to Zork Adventurer's Guide
Shadow of the Comet: The Official Strategy Guide
Sherlock Holmes, Consulting Detective: The Unauthorized Strategy Guide
Sid Meier's Civilization, or Rome on 640K a Day
Sid Meier's Colonization: The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimEarth: The Official Strategy Guide
SimFarm Almanac: The Official Guide to SimFarm
SimLife: The Official Strategy Guide
SSN-21 Seawolf: The Official Strategy Guide
Strike Commander: The Official Strategy Guide and Flight School
Stunt Island: The Official Strategy Guide
SubWar 2050: The Official Strategy Guide
TIE Fighter: The Official Strategy Guide
Ultima: The Avatar Adventures
Ultima VII and Underworld: More Avatar Adventures
Under a Killing Moon: The Official Strategy Guide
Wing Commander I and II: The Ultimate Strategy Guide
X-COM UFO Defense: The Official Strategy Guide
X-Wing: The Official Strategy Guide

The Ultimate Strategy Guide

Steve Kent

Prima Publishing

™ is a trademark of Prima Publishing, a division of Prima Communications, Inc.

P™ is a trademark of Prima Publishing, a division of Prima Communications, Inc.
Prima Publishing ™ is a trademark of Prima Communications, Inc.

PRIMA

© 1995 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Publisher, Entertainment: Roger Stewart
Managing Editor: Paula Munier Lee
Senior Acquisitions Editor: Hartley Lesser
Project Editor: Brett Skogen
Creative Director, Secrets of the Games: Rusel DeMaria
Copy Editor: Michael Welch
Technical Reviewer: Kirk Lesser
Book Design and Layouts: Barbara Karg, Up All Night & Day Productions
Cover Production Coordinator: Anne Flemke
Cover Design Adaptation: The Dunlavey Studio

Origin, Wing Commander, and Heart of the Tiger are trademarks of ORIGIN Systems, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

IMPORTANT:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 1-55958-607-9
Library of Congress Catalog Card Number: **94-74108**
Printed in the United States of America
95 96 97 98 CWO 10 9 8 7 6 5 4 3 2 1

Contents

Dedication & Acknowledgment X

Chapter 1: Staking Your Claim in the Kilrathi War

A New Kind of Strategy Guide 1
Finding Your Way Around the TCS *Victory* 4

Chapter 2: Your Fighters and Theirs

Confederation Fighters 19
- The Arrow Light Fighter 20
- The Excalibur Experimental Heavy Fighter 23
- The Hellcat V Medium Fighter 25
- The Longbow Bomber 27
- The Thunderbolt VII Heavy Fighter 30

Kilrathi Fighters
- The Darket Light Fighter 33
- The Dralthi IV Medium Fighter 35
- The Paktahn Bomber 36
- The Strakha Stealth Fighter 38
- The Vaktoth Heavy Fighter 39

CONTENTS

Chapter 3: The Orsini Missions

Mission One: Routine Patrol of the Orsini System 44
Mission Two: Surveying Increased Kilrathi Activity 49
Mission Three: Escorting a Medical Shipment 53
Mission Four: Protect the Civilian Transport 59

Chapter 4: The Tamayo Missions

Mission One: Defend TSC *Victory* from Attack 68
Mission Two: Destroy Kilrathi Flight Groups 71
Mission Three: The Simulated Battle with Flash 75
Mission Four: Protect the Civilian Transport 59

Chapter 5: The Locanda Missions

Mission One: Sweep Out Kilrathi Raiders 82
Mission Two: Destroy Kilrathi Bio-Warheads 89
Mission Three: Rescue Flint from Overwhelming Kilrathi Forces 91

Chapter 6: The Blackmane Missions

Mission One: Defend the Blackmane Base 98
Mission Two: Escort the Supply Convoy 100
Mission Three: Protect the Convoy 104

CONTENTS

Chapter 7: The Ariel Missions

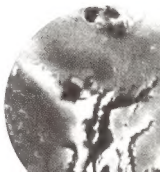
Mission One: Security Sweep 112
Mission Two: Clear All Kilrathi Presence from the Nebula 116
Mission Three: Escort the TCS *Victory* to the Jump Point 119

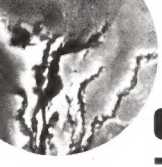
Chapter 8: The Caliban Missions

Mission One: Escort the Destroyers 126
Mission Two: Sweep the Area 128
Mission Three: Escort the TCS *Victory* to the Jump Point 132

Chapter 9: The Torgo Missions

Mission One: Sweep Kilrathi Forces Out of the Zone 140
Mission Two: Place Mines Around Jump Buoys 145
Mission Three: Capture Kilrathi Tankers 149





CONTENTS

Chapter 10: The Loki Missions

Mission One: Clear the Way for the Behemoth 158
Mission Two: Protect the Behemoth During Test Firing 164
Mission Three: The Destruction of the Behemoth 169

Chapter 11: The Alcor Missions

Mission One: Defend the TCS Victory from Attack 176
Mission Two: Scout Alcor V for the Tremblor Test 185
Mission Three: REVENGE! 194
Mission Four: Provide Air Support for the Marines 197

Chapter 12: The Freya Missions

Mission One: Sweep Kilrathi-Held Space 206
Mission Two: Destroy a Kilrathi Shield Generator 210
Mission Three: Destroy Kilrathi Ships Passing through the Jump Point 214

Chapter 13: The Hyperion Missions

Mission One: Test the Temblor Bomb 220
Mission Two: Escort the Fleet 222

CONTENTS

Chapter 14: The Second Freya Mission

Mission One: Prepare the Jump Point 228

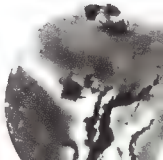
Chapter 15: The Kilrah Missions

First Leg: From the TCS *Victory* to the First Asteroid Depot 236
Second Leg: Depot-to-Depot 241
Third Leg: The End of Kilrah 243

Appendix A: The Blackmane Missions *(Losing Path)*
Mission One: Escort the First Evacuation Convoy 251
Mission Two: Escort the Evacuation Convoy through through the Pulsar Zone 255
Mission Three: Escort the Final Convoy 259

Appendix B: The Delius Missions
Mission One: Clear the Kilrathi Out of the Asteroid Field 265

Appendix C: The Proxima and Sol Missions 273



DEDICATION

To Alexandra U-ilani Kent.
Thanks for all the help, Bink.

ACKNOWLEDGMENT

Thanks goes to Geoff "Hardcase" Baxter
for his help in testing the software.

CHAPTER 1

Staking Your Claim in the Kilrathi War

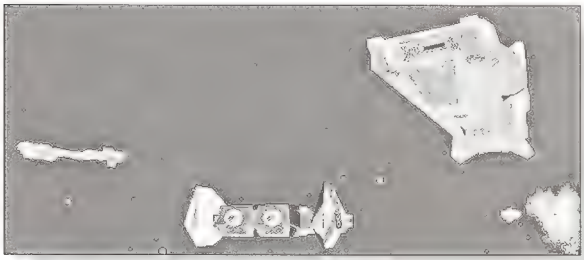
A New Kind of Strategy Guide

Congratulations on selecting *Wing Commander III*, the best hybrid of cinema and flight simulation ever created. Never before has a computer game so fully captured the drama and excitement of a Hollywood epic film. There's just one catch, though. To see this film, you have to get past deadly Kilrathi space warriors—because you only see the video segments by successfully completing each mission.

That's where this book comes in. This guide gives you enough tips and secrets to get even the most gun-shy Terran past the Kilrathi fleet. We'll supply the battle-tested tactics; you supply the skill.

While preparing this book, I carefully surveyed every voting member of my family (that is, my wife) and discovered that the majority of computer game players don't like pausing their game to look up tactics in a strategy guide. If you share that opinion, you're in luck. Working with *Wing Commander III's* unique multimedia structure, Prima Publishing has created a book that allows you to prepare for each mission without ever stopping the game.

Each *Wing Commander III* mission begins with an animated sequence showing you (Colonel Chris Blair, played by Mark Hamill) climbing into the cockpit of your fighter. The screen of your fighter appears, and the



The beleaguered Confederation Fleet, bruised, battered, in need of serious repair . . . and still ready to fight.

game pauses for a little more than three minutes. During this down-time, your computer loads the next flight simulation into its memory. We've written and diagrammed this book so you can read and prepare for each mission during that three-minute pause.

In *The Ultimate Strategy Guide*, Chapters 3 through 15 brief you on each strategic missions. Each section begins with a list of enemies and obstacles. This at-a-glance reference displays enemy strength numerically, displaying icons to represent each enemy ship. While having a general idea about enemy strength is helpful, don't spend too much time memorizing the Kilrathi forces. Prioritize your time. You still have to learn your strategies and tactics.

We lay out each mission's tactical information so you can scan it in less than three minutes. By presenting most of the information in pictures and diagrams with minimal written explanations, this book visually demonstrates each tactic.

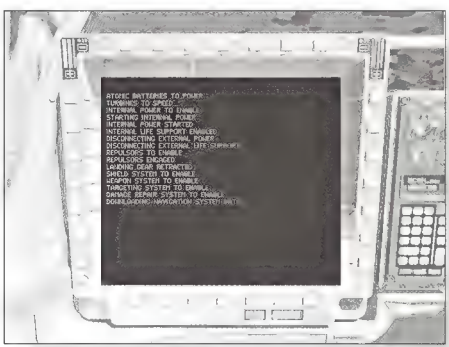
Understanding this Guide

This book covers every aspect of *Wing Commander III* except its story. You're watching the movie! Why read the novel at the same time?

Instead of using page space to retell *Wing Commander III's* well-presented story line, this strategy guide devotes itself entirely to enhancing the flight simulations. Before you start your first mission, however, you need to observe a few conventions.

First, while you can play *Wing Commander III's* flight simulations with a mouse, a precision joystick such as the CH Products Flightstick Pro or the ThrustMaster Mark I Flight Control Stick offers much more control. Even a low-end analog joystick provides better handling than a mouse.

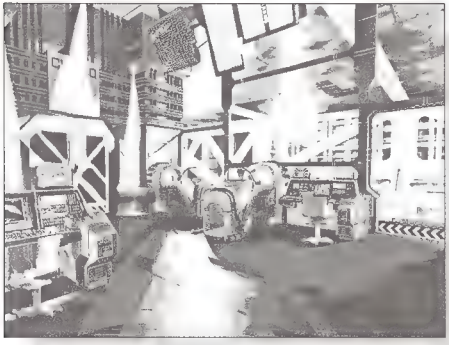
No respectable pilot would ever consider steering an Excalibur heavy fighter with a mouse. As a result, *The Ultimate Strategy Guide* gives all instructions as joystick and keyboard commands. If you use a mouse instead of a joystick to control *Wing Commander III*, you should know,



This screen appears as your computer accesses each mission off the CD-ROM. The process can take over three minutes.

during flight simulations, that the first button on your mouse works like the trigger on a joystick. Pressing the first button fires your guns. Pressing both mouse buttons at once fires your missiles. Whether you use a joystick or a mouse, most flight commands still require a keyboard.

Finding Your Way Around the TCS *Victory*



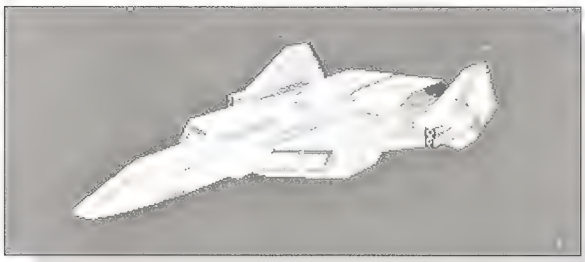
The Flight Control area of the TCS Victory

Finding your way around the TCS *Victory* involves little more than simple mouse commands. When your mouse touches hot items such as doors, people, or computer terminals, your cursor changes into one of a variety of icons—such as a pointing hand, a head, or a computer monitor. A text prompt appears at the bottom of the screen explaining available options.

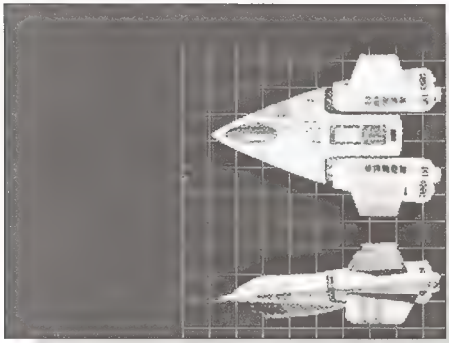
Throughout the game, you'll have conversations with fellow crew members. To speak with your crew members, touch them with your cursor. If the cursor turns into a red talking head, click on your mouse to initiate a conversation.

Wing Commander III has a unique style of dialog control. Once you start a conversation, a digitized video clip shows you (Colonel Chris Blair, played by Mark Hamill) talking to the other person. During the conversation, the other person makes a statement or asks a question and waits for your response. A positive response appears at the top of your screen. A negative response appears on the bottom. You select Blair's response and click on it with your mouse. The video sequence continues with Blair responding.

Though most of Blair's responses have little impact on the outcome of the game, a few of his answers can make victory a little easier. For instance, Rachel, the chief mechanic, offers to let Blair sneak a ride in an Excalibur heavy fighter. If Blair "plays it by the book," she reneges the offer. If he accepts, Rachel lets him use the craft on his next mission. Flying an Excalibur doesn't change the final outcome of the game either way, but it does make every mission a little easier.

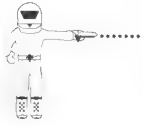


The Excalibur is the Confederation's best fighter.



The Arrow is fast and has eight missiles, but it's no Excalibur.

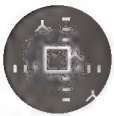
Rather than telling you how to handle the conversations you have with crew members, *The Ultimate Strategy Guide* lets you rely on your own social skills. Talk to whomever you like on the *Victory*; be rude, sweet, or antisocial. No matter what options you choose, this book sticks by you and guides you through each mission.



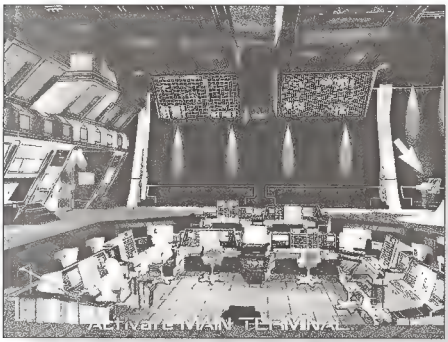
Here's one piece of social etiquette you should consider: if one of your wingmen should happen to be thrown in the brig for oh, say . . . punching out a helpless scientist, bail him.

Three Computers

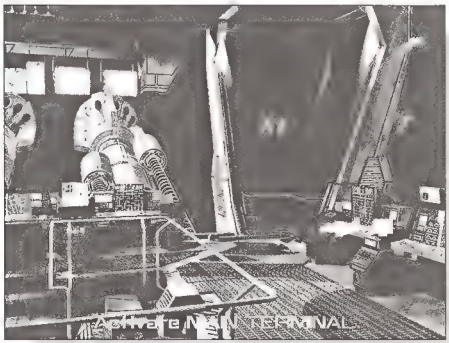
While on the *Victory*, you have access to three computer systems. The most important of these systems—the Main Terminal—allows you to save and load games. It also controls such game options as game graphics mode, gamma correction, and volume level. You access the Main Terminal through stations on the Bridge, and in the Flight Control, Gunnery Control, and officer's living areas.



Note: To activate the Main Terminal in any of the following locations, click on the marked area.



Bridge.

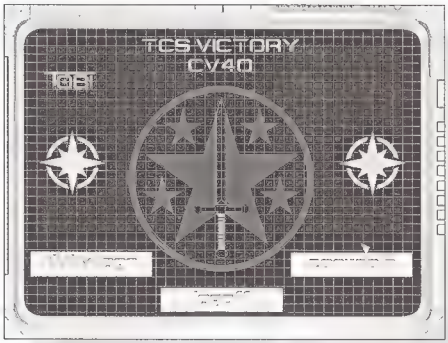


Gunnery Control.

Officers' berths.

Flight Control.

To access the Main Terminal, move your cursor to the terminal station. When it's in position, the cursor appears as a red box. Click on the terminal. If you wish to save your game progress or load a previously saved game, click on **Duty Logs**. A menu opens displaying previously saved games and empty save slots.

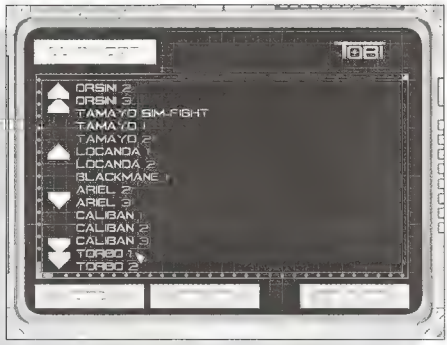


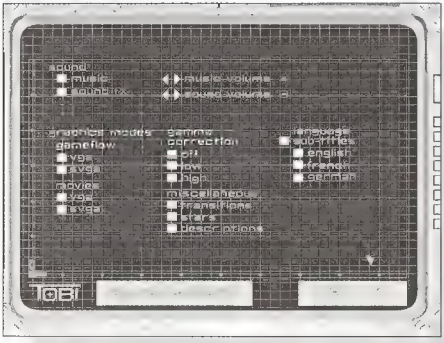
The Main Terminal opens with this screen.

To access a previously saved game, click on the slot holding the game, then click on the **Load** icon. To save game progress, click on a slot marked **Empty**, then click on the **Save** icon. Type a name for the file and hit Return. Once you have finished with the Log On screen, click on Return to get back to the main screen. Click on **Log Off** to return to the game.

Origin has provided room to write descriptive names for saved games. If you use non-descriptive names such as "Mission 1" and "Mission 2," you'll have trouble telling your saves apart. If you use more descriptive names such as "Guard Behemoth" or "Hyperion Test," you'll have less trouble distinguishing missions. Reloading past missions is especially important with games such as *Wing Commander III*, which have multiple endings. The only way to see the entire game is to go back and replay certain pivotal scenes.

The Duty Log Screen allows you to save and load games.





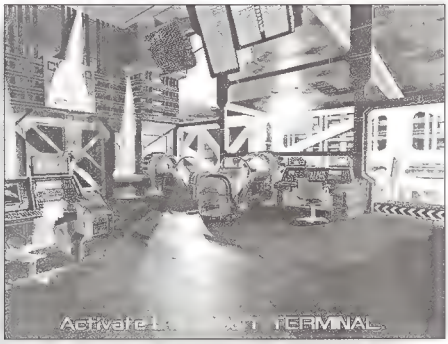
The Controls icon accesses everything from volume control to the language in which your system displays subtitles.

If you would like to recalibrate your joystick or change the volume control of the game, these and many other options are available on the Controls screen. Click on the **Controls** icon of the Main Terminal. The following options appear:

- **Music:** Controls the volume of the music or turns it off entirely.
- **Sound FX:** Controls the volume of the sound effects or turns them off entirely.
- **Game Play Graphics Mode:** Sets the game graphics to VGA or SVGA mode. (You cannot select SVGA mode if your computer does not have a VESA-compatible video card.)
- **Movies Play Graphics Mode:** Sets the graphics mode during video sequences to VGA or SVGA. (You cannot select SVGA mode if your computer does not have a VESA-compatible video card.)
- **Gamma Correction:** Sets the screen's picture brightness. You may set Gamma Correction to "Off," "Low," or "High."
- **Subtitle Language:** Displays subtitles of fighter communications across the Heads Up Display (HUD) in English, French, or German.
- **Transitions:** Cancels video transition segments that appear as you move around the *Victory*.
- **Stars:** Removes the stars from the background of the flight simulations (helpful for removing distractions during space battles).
- **Descriptions:** Removes the labels that appear on the monitor describing various options.

When working in the Controls Screen, selecting an option highlights the box to its left. To select or deselect an option, simply click on it.

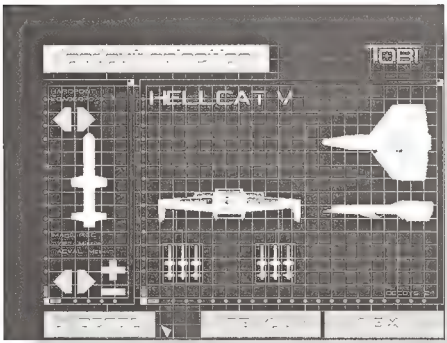
Having trouble understanding radio messages? Subtitles are available in English, French, or German.



The Loadout Terminal is across from the Main Terminal in Flight Control.

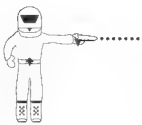
Getting to know the Loadout Computer in Flight Control can save your life. This computer assigns fighters and weapons. Knowing how to use the Loadout Terminal may mean the difference between ripping through a mission in an Excalibur with twelve missiles or trying to survive in a Hellcat V with six missiles.

After receiving your mission objectives, you can access the Loadout Computer by clicking the Loadout Station. A screen appears displaying the default fighter and standard missile load. If you prefer a different fighter, scroll through available fighters by clicking on the **Previous** or **Next** icons at the bottom of the screen.



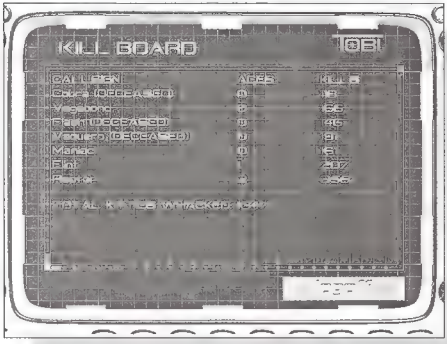
The Loadout Terminal displays available fighter craft and missiles.

Once you select a fighter, you may change its missiles. Click on the missile group you wish to change. Click on the **Arrow** icons in the bottom left-hand corner of the screen to scroll through available missiles. When you find the best missiles for your mission, click on the **+** icon to place it on your fighter. When you finish configuring your fighter, click on the **Proceed** icon at the bottom of the screen to return to the game.

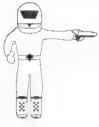


Should you ever offend Rachel, the head mechanic, make sure to arrange for your own fighter before every mission. Once offended, Rachel no longer loads missiles on your fighter.

Most good pilots have a vain streak. The Killboard, a monitor on the wall of the Rec Room displays the number of enemies killed by each of the *Victory's* pilots. It also lists the number of Kilrathi Aces shot down by each pilot. To see how you compare to your wingmen, click on the Killboard.



The Killboard displays battle statistics for all of the Victory's fighter pilots.



Origin has furnished the TCS Victory with one other computer system—a Battle Simulator in Flight Control. You cannot program these computers to simulate your missions, so there is little value in using these computers. It's easier to replay missions should you happen to fail.

CHAPTER 2

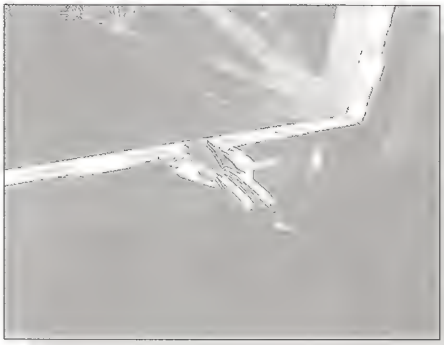
Your Fighters and Theirs

Finding your way around the various Confederation star fighters takes considerably more effort than strolling around the TCS *Victory*. Exploring the *Victory* involves little more than using the left button of your mouse. You must master more than 50 keyboard commands to successfully navigate a fighter. Learn these commands by heart. Fumbling around your keyboard as you try to remember commands during battle could cost you your life.

Confederation Fighters

Good news! On a ship-to-ship basis, the fighters in the Terran Confederation Naval Fleet stack up admirably against anything the Kilrathi have to offer. Unfortunately, you'll seldom have a one-on-one battle to test that theory. The Kilrathi have more fighters, and they're not offering to forego their numerical superiority.

Though the Kilrathi have found strength in numbers, they still fall prey to well-executed Confederation strategies and superior technology. Along with several proven war machines such as the Arrow and the Hellcat V, the Terrans have developed a new heavy fighter named the Excalibur. According to rumors, the Excalibur can out-fly any fighter on either fleet, and it's the only Confederation vessel capable of cloaking.



It pays to know about your fighter and your enemy's fighter, too.

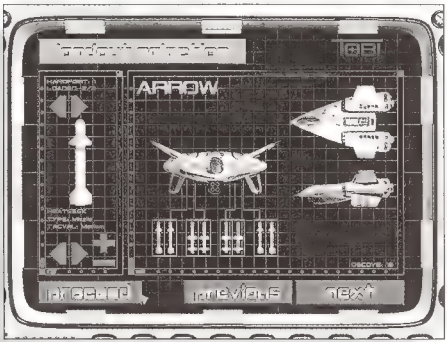
You'll find most of the same instrumentation on all Terran fighters, whether you pilot a powerful Excalibur or a nimble Arrow. Also, with very few exceptions, all Confederation ships share the same flight commands. Two notable exceptions are the "Jump" command—available only to Excaliburs and Longbows, and the "Cloaking" command, available only to Excaliburs.

The Arrow Light Fighter

When the situation calls for a fast strike or a quick defense, the Arrow out-performs anything in space. Just as fast as the Kilrathi Darket but slightly better armed, a well-piloted Arrow can dash from kill to kill in a dogfight while out-maneuvering lumbering opponents.

The Arrow's speed comes with a price. Since its shields offer the equivalent of only 200 centimeters of armor, this maneuverable masterpiece cannot absorb much of a hit. Hence, the Arrow cuts through escorting fighters easily, but the turrets on most Kilrathi Capital ships pose a dangerous threat to the lightly armored ship.

The Arrow has four guns and holds eight missiles.

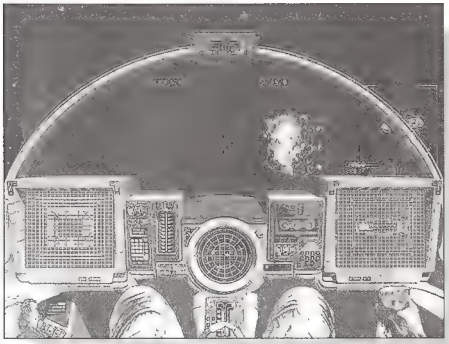


Vital Data: Arrow Light Fighter

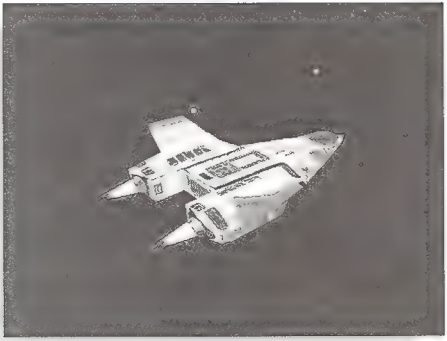
LENGTH: 20 meters
MASS: 13 metric tonnes
MAX VELOCITY: 520 kps
MAX YAW: 80 dps
MAX PITCH: 90 dps
MAX ROLL: 90 dps

SHIELD: 200 cm equiv.
ARMOR:
- **FORE/AFT:** 80 cm
- **RIGHT/LEFT:** 60 cm

MISSILE LOAD: 8 units
WEAPONS:
- Lasers (2)
- Ion cannons (2)

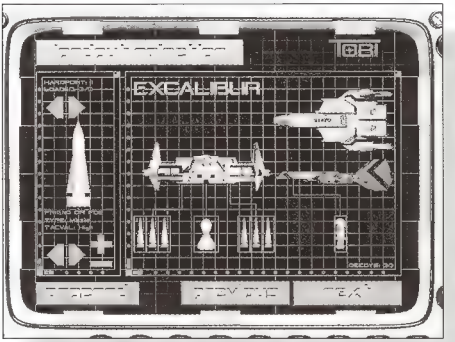


The Heads Up Display (HUD) of an Arrow.



Light and fast, the Arrow is perfect for defending the fleet against Kilrathi attacks.

The Excalibur Experimental Heavy Fighter



Armed with twelve missiles, six powerful guns, and the yaw, pitch, and roll of a much smaller fighter, the Excalibur is the pinnacle of Terran engineering.

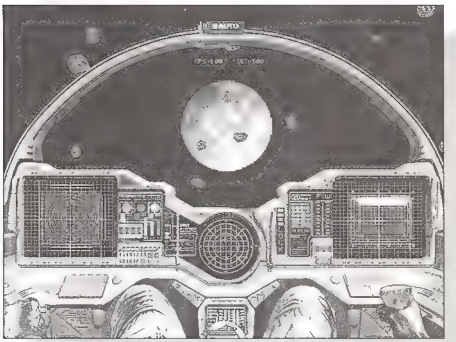
With nearly as much speed as an Arrow, more firepower than a Thunderbolt VII, and thicker armor than a Hellcat V, the experimental Excalibur can blast or speed its way through almost any situation. In a heavy dogfight it can gut a Dralthi medium fighter with a couple of shots from its Tachyon guns and reserve its missiles for bigger targets. With its speed and weapons, it can easily disarm or destroy Kilrathi capital ships.

The Confederation has even endowed the Excalibur with the ability to jump sectors and cloak. You can pilot an Arrow or a Hellcat V into battle if you want, but no pilot in the Fleet would turn down an Excalibur.

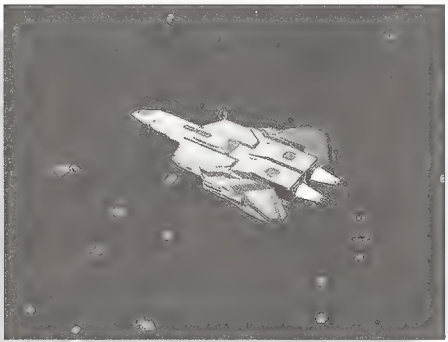
Vital Data: Excalibur Heavy Fighter

LENGTH: 32 meters
MASS: 18 metric tonnes
MAX VELOCITY: 500 kps
MAX YAW: 70 dps
MAX PITCH: 75 dps
MAX ROLL: 70 dps

SHIELD: 250 cm equiv.
ARMOR:
FORE/AFT: 110 cm
RIGHT/LEFT: 110 cm
MISSILE LOAD: 12 units
WEAPONS:
Tachyon guns (4)
Reaper cannons (2)

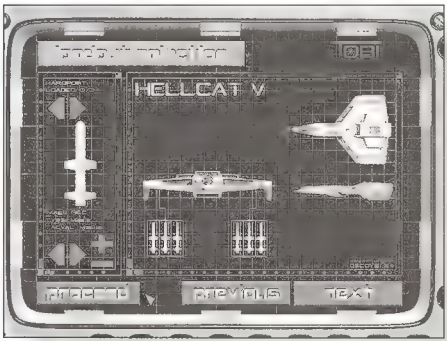


The HUD of an Excalibur.



Having delivered a 96-gigatonne bomb, an Excalibur speeds to safety.

The Hellcat V Medium Fighter



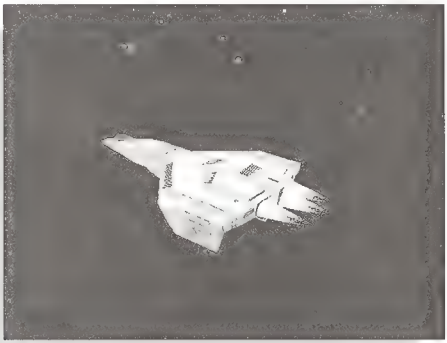
A good basic fighter, the Hellcat V has six missiles and four guns.

Vital Data: Hellcat V Medium Fighter

LENGTH: 27 meters
MASS: 14 metric tonnes
MAX VELOCITY: 420 kps
MAX YAW: 60 dps
MAX PITCH: 60 dps
MAX ROLL: 60 dps

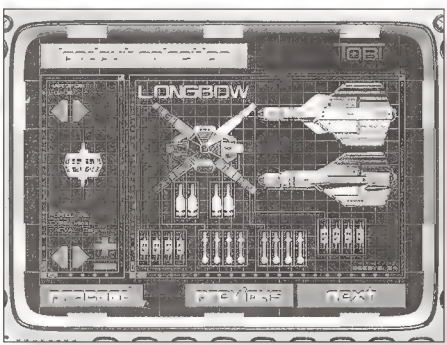
SHIELD: 220 cm equiv.
ARMOR:
FORE/AFT: 100 cm
RIGHT/LEFT: 80 cm
MISSILE LOAD: 6 units
WEAPONS:
Neutron guns (2),
Ion cannons (2)

The bread-and-butter of the Confederation's tactical initiative, Hellcat V has a proven all-purpose track record. It is moderately fast, fairly well-armed, and reasonably well-shielded—the perfect fighter for meeting Kilrathi aggression.



Except for the Excalibur, the Hellcat is the Confederation's most versatile fighter.

The Longbow Bomber



As the most specialized ship in the Fleet, the Longbow's singular mission is to destroy Kilrathi capital ships.

Solidly armored but extremely slow, the Longbow bomber has one calling—to destroy Kilrathi capital ships. With four torpedoes, 16 missiles, and six powerful guns, it can fulfill that mission from long range or close up. Even the capital ships' laser turrets are no match for the Longbow's solid armor. The Longbow even stands up to the laser turrets on a Kilrathi capital ship.

Despite its armor and weapons, the Longbow's lack of maneuverability makes it vulnerable to attack. A swarm of Darket light fighters usually overwhelms the big bomber unless scattered by Confederation escorts.

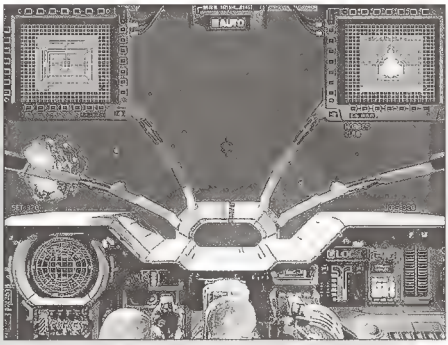
Aware of its lack of speed and maneuverability, the Confederation outfitted the Longbow with rear particle guns. When flying in a Longbow, remember to use your rearview monitor often. You switch from the HUD to the rear view by pressing F4. You can also watch the rear view through the Video Display Unit on the left side of your cockpit by pressing Ctrl F4.

Vital Data: Longbow Bomber

LENGTH: 38 meters
MASS: 22 metric tonnes
MAX VELOCITY: 320 kps
MAX YAW: 30 dps
MAX PITCH: 40 dps
MAX ROLL: 30 dps

SHIELD: 280 cm equiv.
ARMOR:
- **FORE/AFT: 160 cm**
- **RIGHT/LEFT: 160 cm**

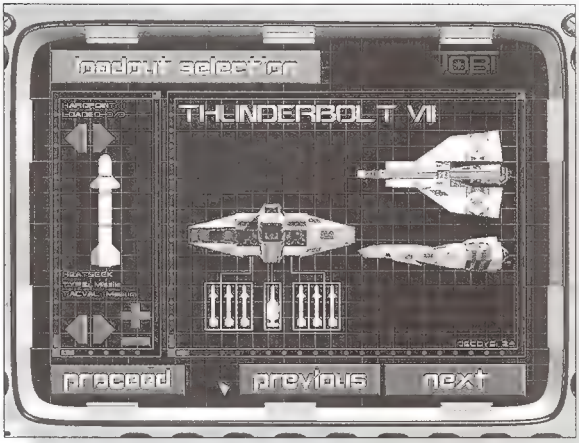
MISSILE LOAD: 16 units
TORPEDO LOAD: 4 units
WEAPONS:
- **Lasers (2)**
- **Neutron guns (2)**
- **Rear particle guns (2)**



The HUD of a Longbow.

The Longbow's rear particle guns destroy a Kilrathi fighter.

Thunderbolt VII Heavy Fighter



Slow but well-armed, the Thunderbolt VII carries eight guns, six missiles, and a torpedo.

If you enjoy going toe-to-toe with the enemy in your dogfights, fly a Thunderbolt VII heavy fighter on your next mission. With 120 centimeters of armor on its nose and tail, the Thunderbolt breaks through obstacles better than it maneuvers around them.

Like the Longbow, the Thunderbolt can be swarmed and overwhelmed by faster ships such as the Kilrathi Darket. The Thunderbolt has a maximum velocity of 380 kps, 140 kps slower than the Darket. Savvy Kilrathi pilots use that speed to circle around the slower Terran fighter and shoot its slightly less protected sides.

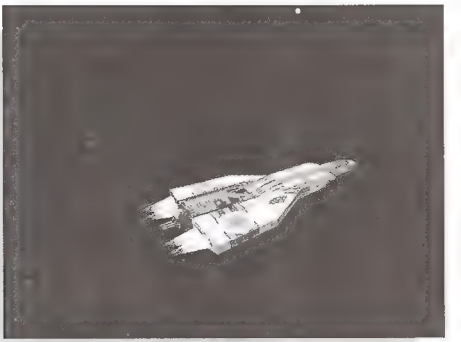
Vital Data: Thunderbolt VII Heavy Fighter

LENGTH: 34 meters
MASS: 20 metric tonnes
MAX VELOCITY: 380 kps
MAX YAW: 50 dps
MAX PITCH: 50 dps
MAX ROLL: 50 dps

SHIELD: 250 cm equiv.
ARMOR:
- **FORE/AFT: 120 cm**
- **RIGHT/LEFT: 100 cm**

MISSILE LOAD: 6 units
TORPEDO LOAD: 1 unit
WEAPONS:
- **Plasma guns (2)**
- **Photon guns (2)**
- **Meson guns (2)**
- **Rear mass drivers (2)**

The HUD of a Thunderbolt VII.



Slow but extremely powerful, a Thunderbolt VII prepares to attack a Kilrathi capital ship.

Kilrathi Fighters

Kilrathi fighters, like the pilots that fly them, handle offensive missions better than defensive engagements. Put in a defensive posture by the loss of its escort, Kilrathi capital ships cannot even protect themselves from a well-piloted Arrow. Even the Darket, the Kilrathi's basic instrument of war, attacks better than it defends.

The Darket Light Fighter

The Kilrathi Darket light fighter.

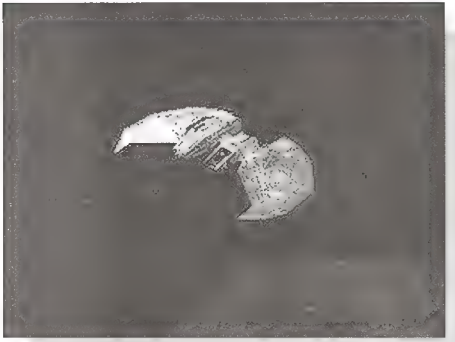
Though it turns more tightly than an Arrow and has an identical maximum velocity, the Darket's lack of armor and fire power make it vastly inferior. It takes a fearless Kilrathi pilot to fly one of these fighters. Their shields are less than half the strength of the least fortified Terran ships.

Vital Data: Darket Light Fighter

LENGTH: 24 meters
MASS: 12 metric tonnes
MAX VELOCITY: 520 kps
MAX YAW: 90 dps
MAX PITCH: 80 dps
MAX ROLL: 90 dps

SHIELD: 80 cm equiv.
ARMOR:
FORE/AFT: 60 cm
RIGHT/LEFT: 40 cm
MISSILE LOAD: 2 units
WEAPONS:
Meson guns (2)

The Dralthi IV Medium Fighter



The Dralthi IV is the Kilrathi's fast but weak answer to the Thunderbolt VII.

The Dralthi IV moves quickly for a medium fighter, however, it poses little threat to Confederation fighters such as the Hellcat or the Thunderbolt. The Dralthi's weapons—two meson guns and a particle cannon—lack the power to do heavy damage, and its shields are astonishingly weak for a medium fighter.

Vital Data: Dralthi IV Medium Fighter

LENGTH: 31 meters
MASS: 15 metric tonnes
MAX VELOCITY: 430 kps
MAX YAW: 55 dps
MAX PITCH: 65 dps
MAX ROLL: 55 dps

SHIELD: 120 cm equiv.
ARMOR:
- **FORE/AFT:** 80 cm
- **RIGHT/LEFT:** 60 cm

MISSILE LOAD: 4 units
WEAPONS:
- Meson guns (2)
- Particle cannons (1)

The Paktahn Bomber

The best-engineered ship in the Kilrathi fleet, the Paktahn boasts superior fire-power and fine handling.

Even though the Kilrathi lag behind the Confederation in fighter design, they have engineered a superior bomber. The Paktahn, the latest Kilrathi bomber, carries more torpedoes and has better guns and armor than the Longbow. It flies slightly faster, though it accelerates much more slowly than the Confederation bomber.

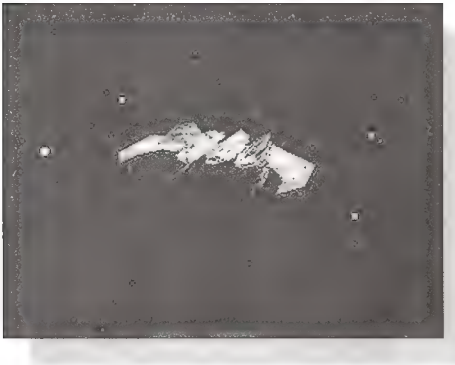
Vital Data: Paktahn Bomber

LENGTH: 37 meters
MASS: 30 metric tonnes
MAX VELOCITY: 340 kps
MAX YAW: 35 dps
MAX PITCH: 40 dps
MAX ROLL: 35 dps

SHIELD: 300 cm equiv.
ARMOR:
- **FORE/AFT: 180/110 cm**
- **RIGHT/LEFT: 180 cm**

MISSILE LOAD: 14 units
TORPEDO LOAD: 6 units
WEAPONS:
- **Ion cannons (4)**
- **Plasma guns (2)**
- **Mass driver tailgun**

The Strakha Stealth Fighter



Now you see it. Now you don't. The Strakha Stealth Fighter fades in and out of view with dangerous efficiency.

When it's cloaked, the only way to detect a Strakha stealth fighter is by its whining hum. Fading in and out of visibility, this lightly armed fighter has the agility to slip behind enemy ships undetected. The meson guns and lasers are not much of a threat, but its five missiles and ability to evade radar detection make it extremely dangerous.

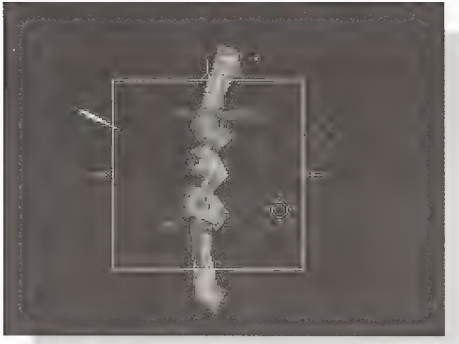
Vital Data: Strakha Stealth Fighter

LENGTH: 30 meters
MASS: 16 metric tonnes
MAX VELOCITY: 480 kps
MAX YAW: 70 dps
MAX PITCH: 80 dps
MAX ROLL: 70 dps

SHIELD: 60 cm equiv.
ARMOR:
- FORE/AFT: 40 cm
- RIGHT/LEFT: 20 cm

MISSILE LOAD: 5 units
WEAPONS:
- Lasers (2)
- Meson guns (2)

Vaktoth Heavy Fighter



The Vaktoth is slow but powerful, suited for little more than escort duty.

Armed with seven guns and eight missiles, the Vaktoth heavy fighter delivers more punishment than it can absorb. Its shields and armor parallel that of a Hellcat, but its top speed and turning capabilities fail to match those of a Thunderbolt.

Vital Data: Vaktoth Heavy Fighter

LENGTH: 36 meters
MASS: 19 metric tonnes
MAX VELOCITY: 380 kps
MAX YAW: 45 dps
MAX PITCH: 55 dps
MAX ROLL: 40 dps

SHIELD: 200 cm equiv.
ARMOR:
- **FORE/AFT: 100 cm**
- **RIGHT/LEFT: 100 cm**

MISSILE LOAD: 8 units
WEAPONS:
- **Tachyon guns (1)**
- **Plasma guns (2)**
- **Rear meson guns (2)**

If you've lost the Tamial missions, go directly to chapter 16 for the unvictorious route.

CHAPTER 3

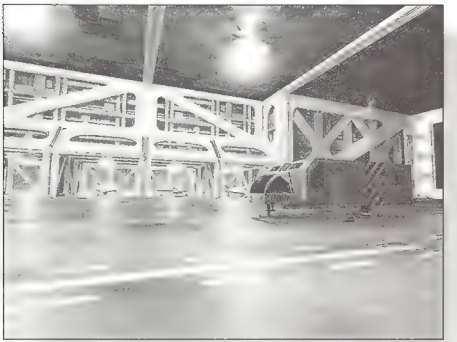
The Orsini Missions

Cruel, but composed and bland,
Dumb, inscrutable and grand,
So Tiberius might have sat,
Had Tiberius been a cat.
Matthew Arnold

Can any enemy match the destructive ferocity of a cat? This animal brings home such gifts as dead mice and mangled pigeons as tokens of love. It kills insects, mice, birds, and squirrels for pleasure. Sweet-natured house cats would probably behave quite differently if their masters were no larger than mice.

The nine-foot felines that inhabit Kilrah may know how to fly, shoot, and speak, but they still act like cats. In the Orsini missions, Kilrathi forces attack such mouse-like targets as civilian transports and medical supply ships. It may be a cat-and-mouse relationship, but you get to decide which mouse you want to be—Mighty Mouse or Mickey Mouse.

The Orsini missions have little impact on the outcome of the game. You fly these missions to acquaint yourself with your ship and to rob the Kilrathi of easy victories.



Colonel Chris Blair's shuttle in the docking bay of the TCS Victory.

Mission One: Routine Patrol of the Orsini System

Fighter and Wingmen Recommendations:

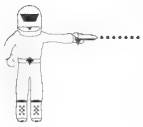
* **Fighter:** Hellcat V *(no other selection available)*
* **Missiles:** Default loadout
* **Wingman:** Hobbes *(no other selection available)*

Mission Description

* **Number of Zones:** 3
* **Objectives:** Sweep all enemy forces out of the zone
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Darket
  - **Zone 2:** No enemies
  - **Zone 3:** 2 Darket

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready



This mission exists solely to help you learn how to use your weapons systems and flight commands. Do not order Hobbes to break and attack. Take out the Kilrathis on your own. Experiment, play with them, be bold and reckless. The Kilrathi pilots you meet in later missions will not treat you as kindly.

Zone 1

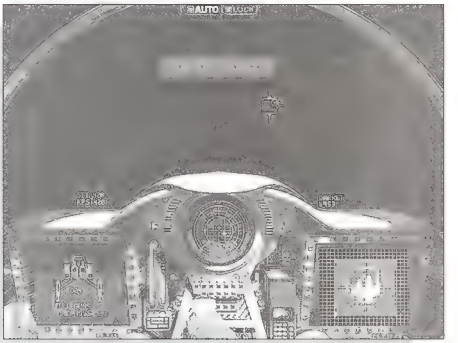
Kilrathi fighters will appear on your radar long before they fly within firing range. Set your weapons to "full guns." You could knock these guys out with a couple of missiles, but the dogfighting experience will help prepare you for tougher missions.

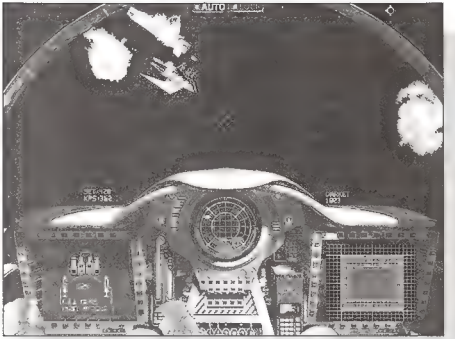
The Darket has 150 percent more armor on its nose and tail than it has on its sides. This uncrowded battle gives you the best opportunity to practice circling around the Kilrathi fighter and attacking it from the side. Make sure your computer locks on the target. Fire the guns and follow the Darket until it explodes.

Zone 2

No enemies present.

Lock on the closest target by typing [L] on your keyboard.





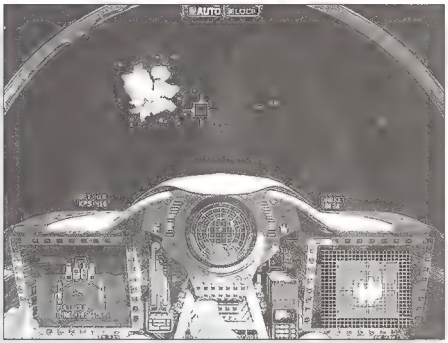
When the Darket comes within range, type [\] to go to full speed and veer left. Your target will continue on a straight path long enough for you circle to its side.

Locate the second Darket and engage from its sides or the rear. The Darket has no rear guns, so attacking from behind renders it helpless.

Zone 3

Zone 3 plays out almost exactly like Zone 1. Two Darkets will appear on your radar.

Lock on the closest target by pressing L on your keyboard.



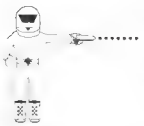
Eliminate the first Darket quickly—use a missile. Once you destroy the last Darket, return to the TCS *Victory*.

Just for practice, you could tail the remaining Darket while taking it out with ion cannons. This option gives you the opportunity to learn how *Wing Commander III's* artificial intelligence works.

Mission Two: Surveying Increased Kilrathi Activity

Fighter and Wingmen Recommendations:

* **Fighter:** Thunderbolt VII
* **Missiles:** Default loadout
* **Wingman:** Has no effect on mission



Your wingman selection will have little impact on this mission, but if you do not go around and meet Cobra, Vagabond, Vaquero, and Maniac, Captain Eisen will give you a lecture about snubbing his crew.

Mission Description

* **Number of Zones:** 3
* **Objectives:** Sweep all enemy forces out of the zone
* **Number of Enemies by Zone:**
  - **Zone 1:** No enemies
  - **Zone 2:** 2 Darket
  - **Zone 3:** 2 Darket
    1 Transport

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

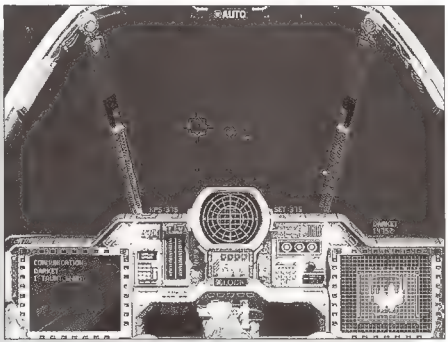
Zone 1

No enemies present.

Zone 2

You now have experience flying in combat situations, so this is a good time to practice signaling your wingman. Press [C] to access the communications screen on your VDU. Press [1] to signal your wingman. Press [2] to tell your wingman to "break off and attack."

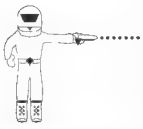
Now you should send the Kilrathi pilots a message. Press [2] to communicate with your closest enemy. Press [1] to taunt him.



Once you destroy both Kilrathi Darkets, use your autopilot to go to the next zone.

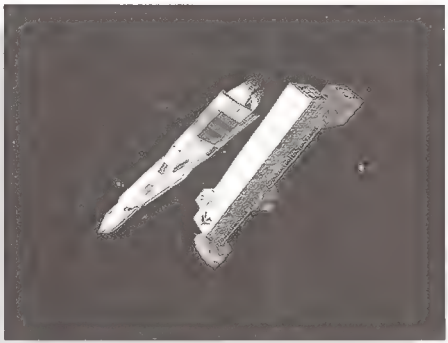
Zone 3

In this zone you encounter your first Kilrathi capital ship—a transport. At 150 meters long with only two laser turrets, it's not much of a threat, but its lasers may cause you some concern.



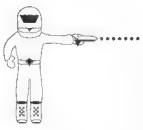
Make sure that the Kilrathi do not lead you into the turret range of the transport during your dogfight. Kilrathi pilots often allow you to fly behind their fighters as they lead you toward a capital ship. Once the capital ship opens fire, the fighter accelerates and moves out of danger. Don't be suckered in by this favorite Kilrathi trick.

The orange dot on your radar is the Kilrathi transport. Finish your dogfight with the Darket fighters before engaging the transport. As you approach the transport, you'll see yellow boxes appear along its hull. These boxes mark the ship's turrets. Destroy the turrets first.



The Kilrathi transport ship is 150 meters long and armed with only two laser turrets. This configuration makes for a poorly protected ship. What were they thinking when they designed this thing?

Once you destroy their turrets, Kilrathi capital ships can no longer defend themselves.



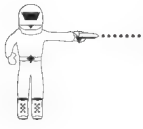
Your wingmen will attack capital ships if you do not call them back. They generally run strafing missions without targeting the turrets first. In later missions they may get killed if you do not assist them in these attacks.

Even if you accomplished your mission objectives when you destroyed the last Darket, your flight computer would not have allowed you to use autopilot until you attacked the transport. Having finished that job, you may now return to the TCS *Victory*.

Mission Three: Escorting a Medical Shipment

Fighter and Wingmen Recommendations:

- **Fighter:** Thunderbolt VII
- **Missiles:** Friend-or-foe missiles
- **Wingman:** Cobra



With her quick attack and aggressive style, Cobra is the best choice for escorting missions.

Mission Description

- **Number of Zones:** 4
- **Objectives:** Escort shipment of medical supplies to jump point
- **Number of Enemies by Zone:**
  - **Zone 1:** No enemies
  - **Zone 2:** 2 Darket
    2 Dralthi IV
  - **Zone 3:** 2 Darket
    1 Corvette
  - **Zone 4:** 2 Darket *(first wave)*
    2 Darket *(second wave)*

Suggested Weapons Configuration

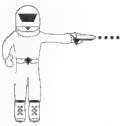
- **Guns:** Full
- **Missiles:** Ready

Zone 1

No enemies present.

Zone 2

Tell your wingman to "break off and attack" as soon as you enter the zone. To successfully escort a transport, you must eliminate any straying enemy fighters as quickly as possible.

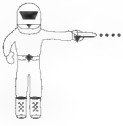


Sorry, but the Kilrathi care less about you than the medical shipment. If you stray too far from the transport, the Kilrathi will slip past you and shoot it. Though this Kilrathi force lacks the firepower to destroy the transport quickly, future Kilrathi attack wings will have that power. Use this mission to improve your escorting skills. Stay close to the transport.

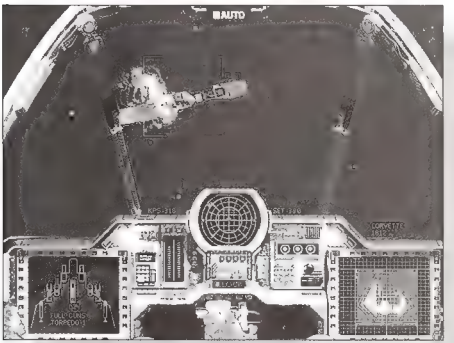
Use strategy while attacking the Dralthi IV. It has a particle cannon as well as meson guns, giving it 50% more firepower. You should save missiles for capital ships, but use a missile to disarm any Kilrathi fighters that get too close to the transport.

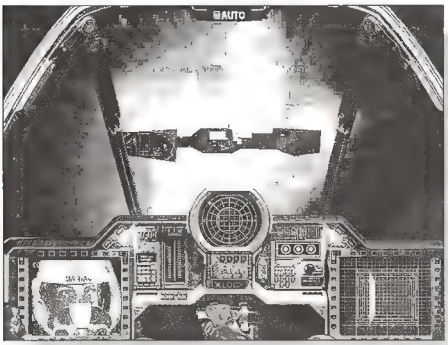
Zone 3

Allow your wingman to "break off and attack" the Darket fighters.



The Kilrathi have a Corvette waiting in this zone. This ship has five laser turrets and deserves a little respect.

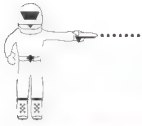

AUTO
TURRET
CORVETTE
TURRET
TURRET
TURRET



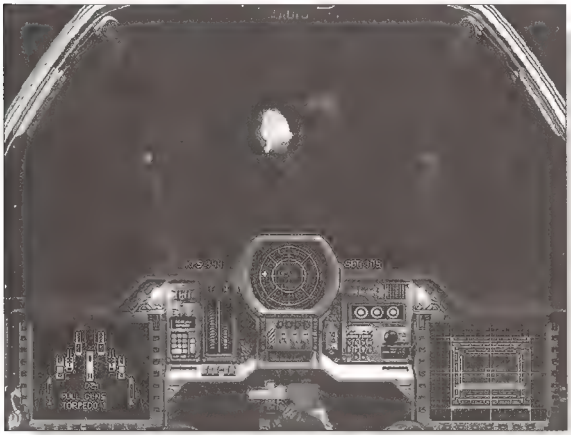
You can take out this Corvette by destroying the turrets and finishing off the ship . . .

. . . Or you can hit it with your missiles from just outside laser range.

Zone 4



The Kilrathi launch two waves of Darket fighters in this zone. If you do not finish the first wave quickly, the odds turn drastically against you.



If you think you've cleared the area but your computer won't allow you to engage your autopilot, chances are another Darket is about to join the fight.

Return to the TCS *Victory* once you fulfill the mission objectives.

Mission Four: Protect the Civilian Transport

Fighter and Wingmen Recommendations:

- **Fighter:** Thunderbolt VII
- **Missiles:** Default loadout
- **Wingman:** Cobra or Maniac

No matter how well you may think you're doing in this mission, if the Kilrathi successfully land one Skipper torpedo you'll fail.

Mission Description

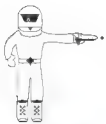
- **Number of Zones:** 4
- **Objectives:** Escort a civilian transport across hostile zones
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket *(first wave)*
    2 Dralthi IV *(second wave)*
  - **Zone 2:** 2 Dralthi IV
    1 Corvette
  - **Zone 3:** No enemies
  - **Zone 4:** (If you have saved civilian transport)
    2 Darket *(first wave)*
    2 Darket *(second wave)*
  - **Zone 4:** (If Kilrathi have destroyed civilian transport)
    2 Dralthi IV
    2 Corvette

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

Zone 1

Tell your wingman to "break off and attack," and finish this fight quickly. Save your torpedo for the Corvette in Zone 2.



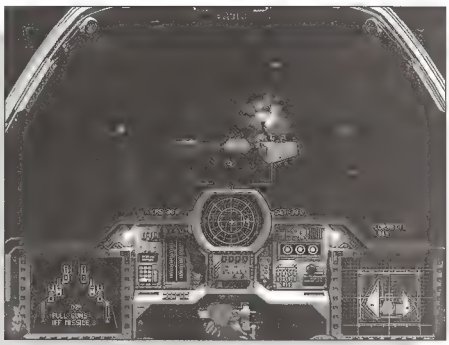
The Darket and the Dralthi IV fighters in Zone I are spoiling for a fight, but they pose little threat to the civilian transport. The real danger comes from the new Skipper missiles that can only be fired from capital ships.

Before you can engage your autopilot, you will need to approach the civilian transport for visual identification.

Zone 2

The Skipper missile will appear on your radar as a yellow dot. Follow it on thrusters and destroy it with your guns. Your missiles will not lock on to it. Once you neutralize the Skipper, return and destroy the Corvette with your torpedo.

If you tell your wingman to "break off and attack," he will go after the Dralthi IV fighters. That will leave you to attack the Corvette.



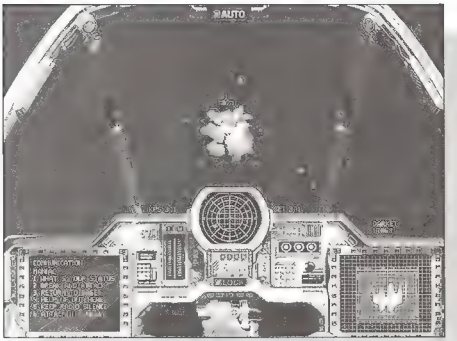
Destroying the Corvette is not as important as protecting the transport. Approach the Corvette and wait for it to launch its Skipper missile.

Zone 3

No enemies present.

Zone 4 *(If you have saved the civilian transport and destroyed the Corvette)*

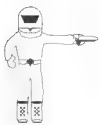
You will only encounter Kilrathi fighters in this zone if you destroyed the Corvette and saved the transport in Zone 2.



Tell your wingman to "break off and attack."

Zone 4 *(If the Kilrathi have destroyed the civilian transport)*

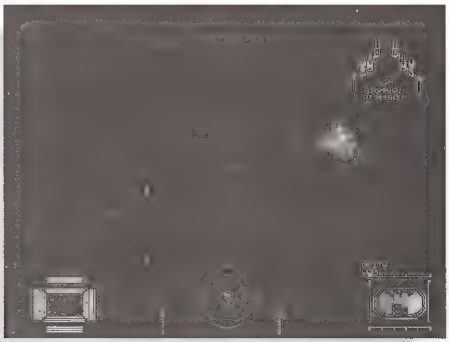
The Kilrathi attack in two groups simultaneously. Both groups consist of a Corvette and a Dralthi IV. Tell your wingman to "break off and attack." As he attacks one group, you go after the other.



The bad news is that you've failed to save many civilian lives. The good news is that losing this mission has no impact on the outcome of the game. The worst that happens is the Victory's communications officer commenting that "Skippers are a bitch."

If you failed to protect the transport, the Kilrathi give you the opportunity to even the score by sending two Corvettes into Zone 4. Blast 'em! Kill 'em!

Eliminate the Dralthi IV with your missiles, then use your lasers to declaw the Corvette.



Once you disable the Corvette's rear turrets, fall behind and match its speed by pressing Y. With its rear turrets destroyed, the Corvette cannot return fire from the rear

Return to the TCS *Victory* once you complete this mission.

If you've lost these missions, go to chapter 8.

Dock Time

Saving mankind from destruction has to start somewhere. Instead of forcing you to practice in the flight simulator, Origin arranges for you to fly beginner's patrols in the backwater wastes of the Orsini system. On missions like these you kill time and little else.

Think of the first mission as a driver's test for Confederation fighter pilots. Knock off a couple of Darkets that prefer a head-on collision to a dogfight and you pass Zone 1. You say pressing the "A" button engages your autopilot? Congratulations! You pass Zone 2.

Origin steps up the pace with the second mission, and I swear I saw a mechanic attaching training wheels to my fighter as it took off. Even if the Darkets in this mission still lie down and die, the Kilrathi transport puts up a marginal fight.

Fortunately, school's out by the fourth Orsini mission. After all, this is *Wing Commander*. Suddenly, thanks to Skipper missiles and larger enemy forces, Wing Commander III threatens to test your skills. If attacking Dralthi fighters while watching for Skippers struck you as a little too challenging, Nintendo™ is releasing Star Fox II in a few months on the Super Nintendo Entertainment System.

Wing Commander III continues a great series of games characterized by somber story lines, fast graphics, and creative and challenging flight simulations. So far we've seen the somber story and the graphics. Can creative and challenging flight simulations be very far away?

CHAPTER 4

The Tamayo Missions

"I could build a better man out of a banana"
General Patton

The Tamayo missions reflect the critical situation of the Terran forces. Even light years from the front, Kilrathi forces constantly dog the TCS *Victory*. During this part of the game you scramble to defend Confederation ships against Kilrathi attacks.

Just when the going gets tough, a new crew member arrives—a test pilot named "Flash." If you fail the Tamayo missions, Flash loads his big-talking, stunt-flying, authority-dissing, butt-kissing, battle-fearing ass into his Excalibur and flies away. If you achieve your objectives, Flash challenges you to a simulated duel and joins the TCS *Victory* for the rest of the war.

Flash's derisive comments will not be your biggest problem if you fail to achieve your objectives. Lose this system and you enter defensive missions in the Proxima and Sol systems that ultimately end in defeat.

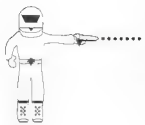
Mission One: Defend TCS Victory from Attack

Fighter and Wingmen Recommendations

* **Fighter:** Arrow *(no other selection available)*
* **Missiles:** Default loadout *(no other selection available)*
* **Wingman:** Maniac *(no other selection available)*

Mission Description

* **Number of Zones:** 1
* **Objectives:** Destroy all Kilrathi fighter craft
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Darket *(first wave)*
    1 Paktahn
    2 Darket *(second wave)*
    1 Paktahn
    3 Darket *(third wave)*
    2 Paktahn
    2 Darket *(fourth wave)*
    2 Paktahn

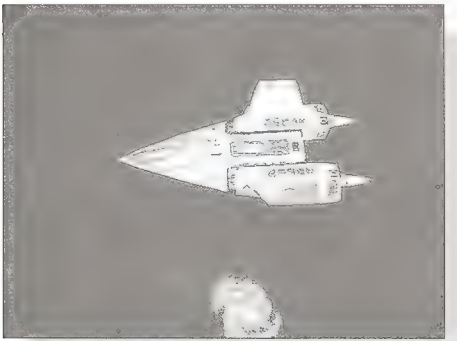


The Kilrathi are back and this time they're really pissed. Use speed and caution when attacking Paktahn bombers. A single Paktahn torpedo can destroy a carrier, and each bomber carries six of these beasties.

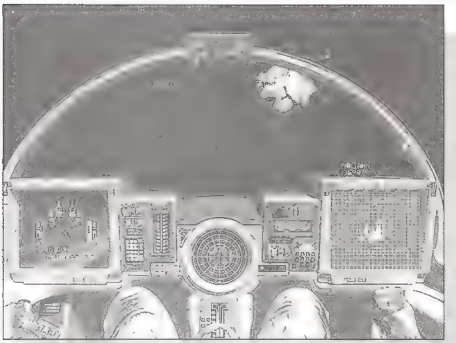
Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

Zone 1



Use your afterburners to take this battle to the Kilrathi. If this battle takes place just outside the TCS Victory, one of the Paktahn bombers could fire a torpedo.



Hitting T on your keyboard scrolls through possible targets. Identify and attack the Paktahn bombers before they fire torpedoes.

The TCS *Victory* cannot destroy torpedoes with its laser turrets. In fact, once a Paktahn fires a torpedo, the targeted ship is just about finished. Fortunately, the kind programmers at Origin have stepped in to protect the fleet. Until you finish the Locanda Missions, both the *Victory* and her crew are impervious to attack.

With four plasma guns and a mass driver tailgun, the Paktahn can defend against attack from any angle. Rather than follow directly behind the Paktahn, move around and attack from several angles.

Maniac will not wait for the "break off and attack" command before engaging in dogfights. He can destroy the Darket fighters as they arrive and join in the hunt for the Paktahns.

Return to the TCS *Victory* after obliterating the attack force.

Mission Two: Destroy Kilrathi Flight Groups

Fighter and Wingmen Recommendations

* **Fighter:** Excalibur *(if Rachel offers)*
  Thunderbolt VII *(if you're not offered an Excalibur)*
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Hobbes or Cobra

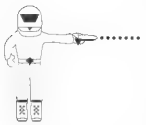
Your wingman selection has little impact on this mission.

Mission Description

- **Number of Zones:** 2
- **Objectives:** Scramble to the attack zone to defend the Tamayo II and other Confederation forces
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Vaktoth
    4 Darket
    4 Dralthi
    1 Corvette
  - **Zone 2:** 4 Transport

Suggested Weapons Configuration *(Excalibur)*

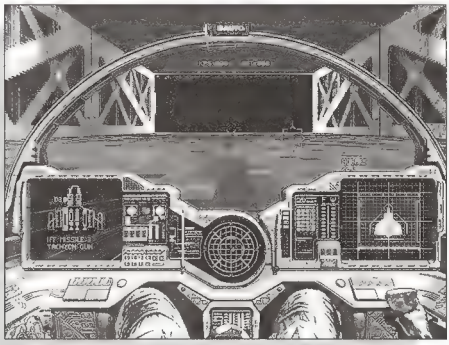
- **Guns:** Tachyon guns only
- **Missiles:** Ready



The Tachyon guns pack more power than any other guns in the war. Leaving your other weapons switched off allows your Tachyon guns to recharge quickly.

Suggested Weapons Configuration *(Thunderbolt)*

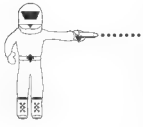
- **Guns:** Full guns
- **Missiles:** Use missiles first; save your torpedo for capital ships.



Prepare weapons and missiles before leaving the TCS *Victory*.

Zone 1

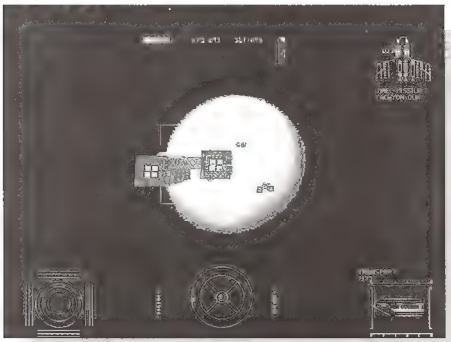
Tell your wingman to "break off and attack" as soon as you arrive in the zone. With more weapons than any other Kilrathi fighter, the Vaktoth fighters in this zone offer the greatest threat to Confederation ships. Target these heavy fighters first. Attack the Corvette last. (If you fly in a Thunderbolt VII, use your torpedo.) Your HUD uses a yellow box to mark active turrets on capital ships. Blast the turrets before attacking the ship.



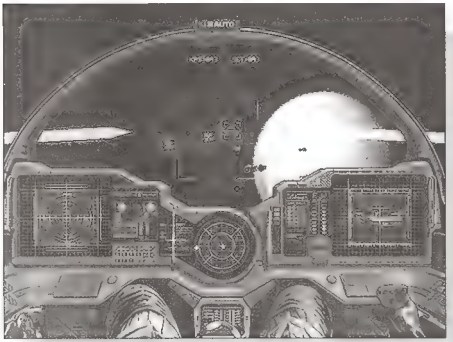
Save your missiles for the Vaktoth and the Corvette. The Darket and Dralthi IV fighters are easy work for your Tachyon gun if you fire from an Excalibur. If you fly in a Thunderbolt VII, attack the light fighters with full guns.

Because Vaktoth heavy fighters have two rear guns, you should attack them from the side.

Zone 2



Payday! Four unescorted Kilrathi transports wait to be neutralized.



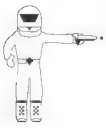
Take out the front or rear turret on each transport, then attack from the disabled end to destroy the ship.

Return to the TCS *Victory* once you fulfill the mission objectives.

Mission Three: "Kick the Little Twerp's Ass!"—The Simulated Battle with Flash

Fighter and Wingmen Recommendations

- **Fighter:** Simulated mission, no options available
- **Missiles:** Simulated mission, no options available
- **Wingman:** Simulated mission, no options available



No need to perspire over this mission. Flash begins this skirmish with the flying skills of an earthworm. If you do not shoot him down quickly, however, he learns to dodge your missiles and rapidly becomes a dangerous opponent.

Mission Description

* **Number of Zones:** 1
* **Objectives:** Shoot down Flash's simulated space ship
* **Number of Enemies by Zone:**
  - **Zone 1:** Flash

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

Zone 1

On an easier level, press B to activate all missiles as soon as the mission begins. If you run out of missiles, use full guns to inflict maximum damage with each shot during your dogfight.

The simulator's load-up screen.

As soon as Flash comes within range, fire two missiles. If they hit, you win. If they miss, fire two more missiles immediately. At this point Flash gains experience and becomes far more dangerous.

Dock Time

Though Origin stepped up the fighting for the Tamayo missions, these missions offer little of the charm that distinguishes Wing Commander games. With the exception of Vaquero, the ultra-polite guitarist, and Hobbes, Blair's furry but ever-gracious friend, none of the pilots have proven endearing. I don't even despise the Kilrathi as much as I used to.

The first Tamayo mission is a standard "save our ship" mission. Frankly, I thought Take 2 set the standard for this sort of mission in Star Crusader™. One problem with this mission is that I never worried about the Kilrathi actually destroying the TCS *Victory*. With six Paktahn bombers mincing around, you'd think they'd fire a torpedo or two.

Mission 2, my first trip in an Excalibur, leaves me underwhelmed as well. I like the guns and the speed, but who left out the torpedoes? I like missiles, but, on a mission that includes five capital ships, I'll take one torpedo over five missiles every time.

The last mission is Flash's challenge. What a wimp! He's so mad that he wants a showdown in a flight simulator? Next he'll challenge you to fight with his Rock'em-Sock'em Robots.

Don't take this challenge too lightly. Origin rigged the game's artificial intelligence so that the longer Flash survives, the tougher he becomes.

CHAPTER 5

The Locanda Missions

From a single crime know the nation.
Virgil

You've survived the dark days of the Tamayo missions! Now you can liberate the Locanda system from Kilrathi control. Getting the Kilrathi out of Locanda is the easy part; the dreaded kitties have already decided to leave. Fully determined to make a big exit, the Kilrathi plan to render the system worthless by killing the inhabitants and infecting the planets with a genetic plague.

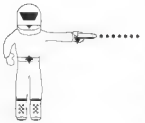
One strength that distinguishes the Wing Commander games above its competition is its detailed and engrossing story line. If you think about the plot of *Wing Commander III* rather than just flying the missions, protecting Locanda takes on a sense of urgency.

The final mission in the Locanda system is a particularly fine example of high-quality plot engineering. You fly a fairly standard mission to protect Locanda, and when you return to the TCS *Victory*, Captain Eisen immediately dispatches you on a far more severe mission. No time to rest, shave, refuel, or replenish your weapons. *Wing Commander* at its best!

Mission One: Sweep Out Kilrathi Raiders

Fighter and Wingmen Recommendations

* **Fighter:** Thunderbolt VII
* **Missiles:** Javelin heat-seeker missiles
* **Wingman:** Cobra, Flint, or Vagabond



1) Your wingman selection has little impact on this mission.
2) Your missile selection makes a great deal of difference. You will encounter four Strakha stealth fighters in Zone 4. Heat-seeker missiles have a better chance of hitting a partially cloaked Strakha than image-recognition or friend-or-foe missiles.

Mission Description

* **Number of Zones:** 5
* **Objectives:** Sweep all enemy forces out of the zone
* **Number of Enemies by Zone:**
  - **Zone 1:** No enemies
  - **Zone 2:** 2 Vaktoth
    2 Dralthi IV
  - **Zone 3:** 2 Darket
    4 Strakha
  - **Zone 4:** 4 Dralthi IV
    1 Light Destroyer
  - **Zone 5:** 6 Darket *(1 ace pilot)*

Suggested Weapons Configuration

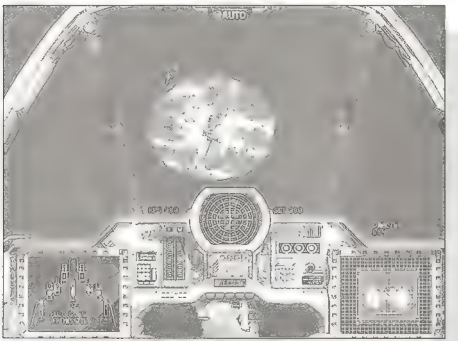
* **Guns:** Full
* **Missiles:** Ready (save your torpedo for the light destroyer in Zone 4)

Zone 1

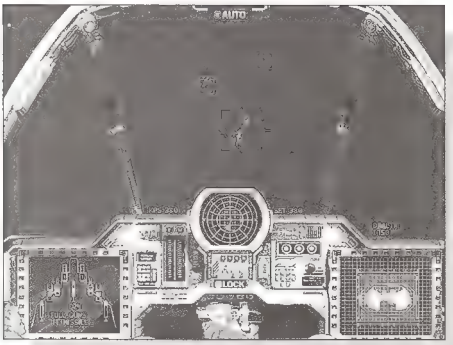
No enemies present.

Zone 2

Tell your wingman to "break off and attack" as soon as you arrive in the zone.



When you split off from your wingman, you face at least one Vaktoth and two Oralthi IVs. Both fighters carry missiles.

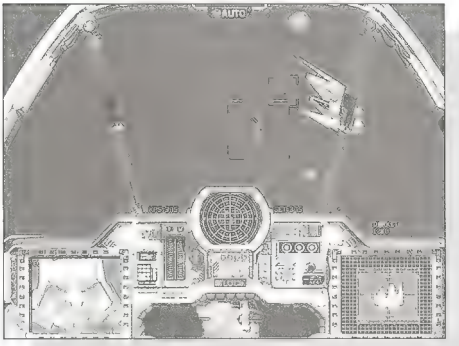


If your missile-lock indicator comes on, press E to release a decoy, then speed away.

When fighting an attack-wing consisting of Vaktoth and Dralthi IV fighters, go after the Vaktoths first. If a Vaktoth slips behind you, it can do immense damage with its Tachyon gun and eight missiles. You don't want to know what that feels like.

Zone 3

The fastest ships in the Kilrathi fleet, Darket light fighters always attack first. Engage the Darket in close combat. With only two missiles and two meson guns to defend themselves, Darket light fighters make good targets.



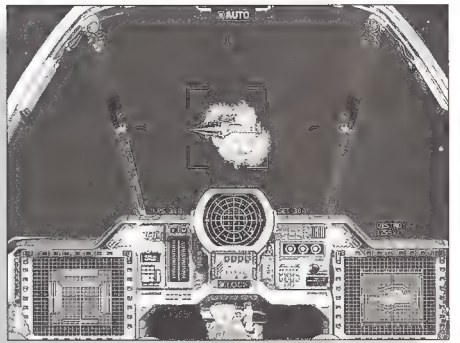
Use your missiles as soon as the Strakhas emerge from cloaking within firing range. If you fire too soon, the Strakhas may cloak and evade your missiles. If you fire missiles in dogfighting proximity, you may not be able to achieve a good lock on your target.

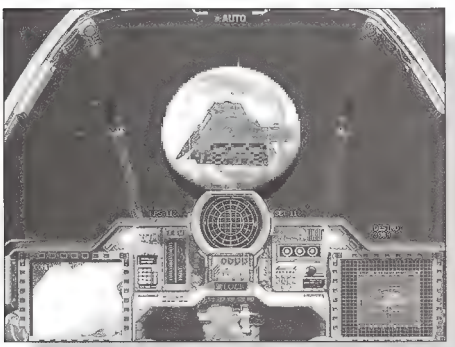
Strakhas have a nasty habit of cloaking in front of your fighter, then emerging behind you just as they are about to shoot. If a Strakha begins cloaking before you can shoot, note its path and fire just ahead of it. If you saved your missiles, launch them as soon as you fly into range.

Zone 4

Tell your wingman to "break off and attack" the instant you enter this zone.

To fulfill all of your mission objectives, you must demolish this Kilrathi light destroyer. It has eight laser turrets and very thick shields, so it will be tough to kill, especially if you've already fired your torpedo.

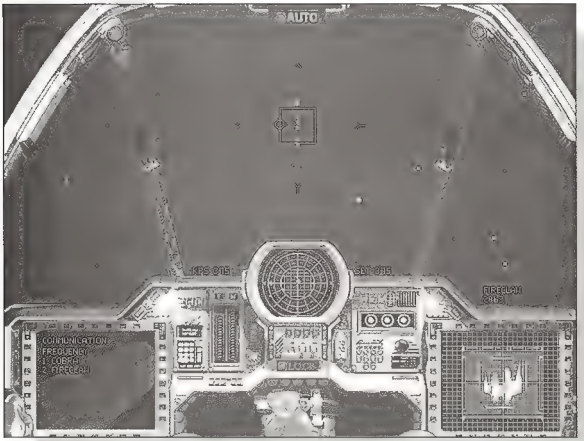




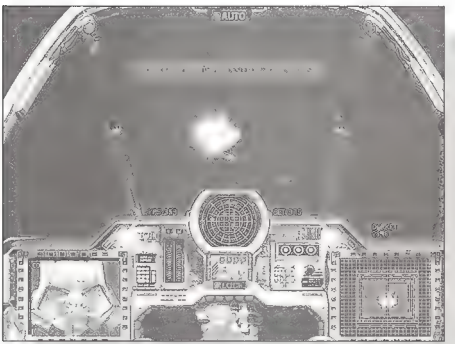
If you've fired your torpedo, concentrate your remaining weapons on the tail-end laser turrets. Once you waste away these defenses, press Y to match the destroyer's speed. Follow from behind and pummel the ship with your lasers until it explodes.

Having finished with the destroyer, help your wingman "dispatch" the rest of the enemies.

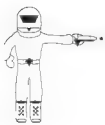
Zone 5



Najil "Fireclaw" Ragitagha, an overrated Kilrathi ace, flies one of the six Darket fighters awaiting you in Zone 5. He's really no better than any of his wingmen.



Still have some missiles left? Use them to make short work of "Fireclaw."



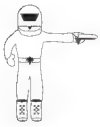
Despite their numbers, the Kilrathi in Zone 5 do not put up much of a fight. Try to engage them in close combat, but don't be afraid to fight them at any range.

Return to the TCS *Victory* once you fulfill the mission objectives.

Mission Two: Destroy Kilrathi Bio-Warheads

Fighter and Wingmen Recommendations

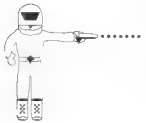
* **Fighter:** Arrow or Thunderbolt VII
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Cobra



1) In this mission you can use either a fast fighter or a powerful fighter to your advantage. The Thunderbolt VII's torpedo will take out the Kilrathi destroyer, only allowing it to fire one warhead. The Arrow's speed will give you a larger margin of error in tracking and destroying the warheads. (Personally, I prefer the power of the Thunderbolt VII.)
2) Your wingman selection has little impact on the mission.
3) At the end of the mission, Captain Eisen asks you to go after a runaway pilot. Friend-or-foe missiles make little difference in the first half of the mission, but they come in handy if you go after the pilot.

Mission Description

* **Number of Zones:** 1
* **Objectives:** Seek and destroy enemy warheads
* **Number of Enemies by Zone:**
  - **Zone 1:** 1 Light Destroyer
    2 Strakhas

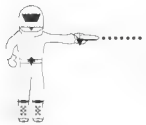


An endless supply of Strakhas will engage your forces until you annihilate the Kilrathi destroyer.

Suggested Weapons Configuration

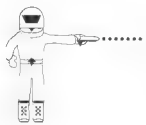
* **Guns:** Full
* **Missiles:** Arrow—do not arm its missiles until the second half of mission
  Thunderbolt VII—arm its torpedo

Zone 1

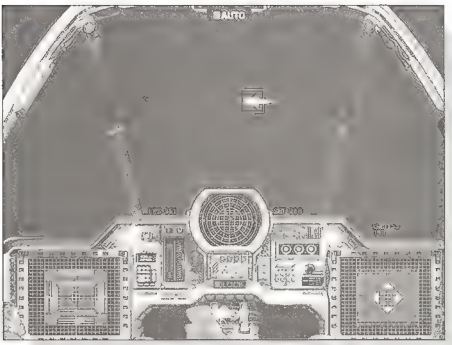


As soon as you enter the zone, order your wingman to "break off and attack." Your wingman will attack the Strakhas, leaving you to deal with the light destroyer and the warheads.

Keep an eye on your radar as you attack the destroyer. The warheads appear as yellow dots. If your right VDU displays severe damage to the Kilrathi destroyer, finish it off before chasing the warheads. If the destroyer fires three warheads in rapid succession. You must use your afterburner to catch up to them.



Just a reminder: VDU stands for Video Display Unit.



Use your lasers to destroy the warheads as soon as you can get a lock on them.

Return to the TCS *Victory* once you destroy the warheads.

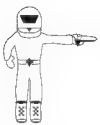
Mission Three: Rescue Flint from Overwhelming Kilrathi Forces

Fighter and Wingmen Recommendations

* **Fighter:** No opportunity to select fighter
* **Missiles:** No opportunity to select missiles
* **Wingman:** No wingman

Mission Description

* **Number of Zones:** 6
* **Objectives:** Locate Flint and rescue her
* **Number of Enemies by Zone:**
  - **Zone 1:** No enemies
  - **Zone 2:** No enemies
  - **Zone 3:** 4 Darket
    3 Dralthi IV
    2 Vaktoth
    1 Scout
  - **Zone 4:** 3 Darket
    2 Darket
    2 Vaktoth
    1 Cruiser
  - **Zone 5:** No enemies
  - **Zone 6:** No enemies



The configuration of the Kilrathi forces changes on this mission. If you find that this list of enemies does not match the forces you encounter, adjust your strategy. Remember the basic rules for prioritizing capital ships and fighters.

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

Zone 1

No enemies present.

Zone 2

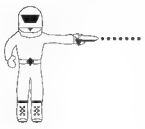
No enemies present.

Zone 3

Of the 10 Kilrathi ships in this zone, the two Vaktoth pose the most immediate danger. Zero in on them first. Use your missiles at their optimum range to demolish the Vaktoth. Always save capital ships for last. This scout has few turrets and skimpy shields. Don't waste your missiles. Create a safety zone by disabling the turrets on one side of the ship. Fly into the safety zone and match the scout's speed by pressing Y. Use your guns to destroy the scout.

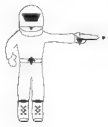
Zone 4

Flint has discovered a hornet's nest. Do not leave her alone with that cruiser or it will destroy her fighter.



Even if Flint gets shot down, Cobra rescues her. Unfortunately, she cannot rescue you from the nasty dressing-down Captain Eisen has planned for you. . .

Fly past the cruiser and destroy a couple of turrets before engaging the various fighters. This preserves Flint until you can help her destroy her giant target.



Use your missiles on the Kilrathi fighters, not on the capital ship. Declawing the cruiser by taking out turrets helps Flint far more than weakening its shields with your remaining missiles.

Try to keep the battle near the cruiser. This lets you target turrets between dogfights.

Zone 5 & 6

No enemies present.

Once you destroy the Kilrathi, return to the TCS *Victory*.

If you complete all mission objectives, proceed to Chapter 6—The Blackmane Missions (Victorious Path). If you fail the mission to destroy the warhead, go to Appendix A—The Blackmane Missions (Losing Path).

Dock Time

No matter how many times I play the Locanda missions—and I've run through these missions several times—I'm always impressed with the devices Origin creates to add drama. Okay, the first mission is pretty standard. Origin dresses it up with interactive asteroids and a few extra waves of Kilrathi fighters, but the mission itself offers little more than any other well-produced shoot-em-up simulation.

The second mission, on the other hand, stands out as one of the best flight-simulation missions I've flown in years. First, you have to protect Locanda IV from genocide warheads. So you engage the Kilrathi and wait for the evil warheads to appear on your radar. Suddenly, blip, they appear—not just one or two warheads, but three of the deadly suckers. Of course they always appear about a million miles from the fight, so you have to chase them down with thrusters, burning your fuel.

Once you catch up to the evil warheads, they scatter. More fuel burned, but at least you save the system. You buzz back to the TCS Victory with just enough gas to land, only to discover that Flint waged a one-woman-war against the Kilrathi. So, on a quarter-tank of gas, you have to decide between returning to the ship for a warm shower or taking a hellacious joyride through hostile space. For your sake, I hope you nix the shower and go out after Flint. It's extras like these missions that make the game great.

CHAPTER 6

The Blackman Missions (Victorious Path)

Mankind has grown strong in eternal struggles and it will only perish through eternal peace.
Adolf Hitler

Tired of fighting backwater battles? Welcome to the Blackmane system and the heart of the war. If peace leads to weakness, Blackmane will make you very strong.

The Terrans have constructed a base in Blackmane, and the Kilrathi want to destroy it. In these missions the Kilrathi employ the same offensive tactics used by the Terrans. First they attack the base itself. Win that battle and they attempt to cut off supply lines and reinforcements.

The Blackmane missions represent a shift in the war. Beginning with these missions, the TCS *Victory* takes a more aggressive stance. Now the crew of the TCS *Victory* brings the fight to the Kilrathi rather than fending off attacks.

These are also the first missions in which conserving weapons and fuel become important. Expect to engage five or six enemies in a per zone and as many as 20 enemies per mission. Before Blackmane, you seldom saw so many Kilrathi in an entire system. Be on your toes, or you won't come out alive.

Mission One: Defend the Blackmane Base

Fighter and Wingmen Recommendations:

- **Fighter:** Thunderbolt VII
- **Missiles:** Friend-or-foe missiles
- **Wingman:** Cobra

Your wingman selection has little impact on this mission.

Mission Description

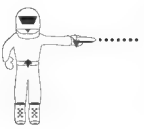
- **Number of Zones:** 1
- **Objectives:** Fight off Kilrathi fighters and bombers
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket *(first wave)*
    4 Dralthi IV *(second wave)*
    4 Darket *(third wave)*
    4 Paktahn *(including Bhuk "Bloodmist" nar Hhallas, an ace)*

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

Zone 1

Tell your wingman to "break off and attack" as soon as you enter the zone.



Save your missiles for the Paktahn bombers. If given the chance, they can make mincemeat of the Blackmane base with their six torpedoes.

Fly out to meet the Dralthi IV and Darket fighters in the first wave, but make sure you stay close enough to the base to defend it. If the Paktahn bombers in the second wave slip past you, they will fire torpedoes at the base before you can return.

Do not bother with the four Darket fighters in the second wave. They are of little consequence. Target the Paktahn bombers first.

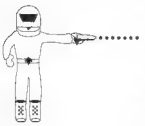
Fire missiles at the Paktahn bombers as soon as they come into range. Keep your guns set on full power. Your mission objectives require a lightening-fast defense

Return to the TCS *Victory* once you fulfill the mission objectives.

Mission Two: Escort the Supply Convoy

Fighter and Wingmen Recommendations

* **Fighter:** Arrow
* **Missiles:** Heat-seeker missiles
* **Wingman:** Cobra, Maniac, or Hobbes



Strakhas have such weak shields that an Arrow can destroy them as easily as a Thunderbolt VII. Hit them with your missiles, blast them with your guns . . . they blow up either way. With such delicate targets, the added advantage of the Arrow's speed makes it the superior fighter for this mission. Also, choose an aggressive wingman for this mission, it's the only way you'll survive.

Mission Description

* **Number of Zones:** 2
* **Objectives:** Escort the supply convoy to the Blackmane base
* **Number of Enemies by Zone:**
  - **Zone 1:** 4 Dralthi IV
  - **Zone 2:** 4 Strakha *(first wave)*
    4 Strakha *(second wave)*

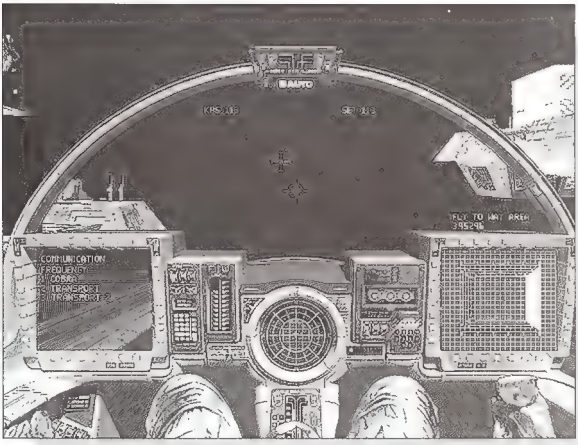
Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

Zone 1

The Kilrathi have already begun their attack by the time you arrive. Order your wingman to "break off and attack," then hit your afterburners.

You've survived Vaktoths, scouts, and a cruiser in Locanda, so taking on four Dralthi IVs is an easy dogfight.

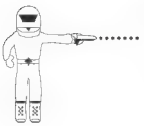


Once you route the enemy, fly beside the transport ships to establish their identification and escort them to the TCS *Victory*.

The *Victory* will not let you land until you go after an additional transport. Autopilot to the next zone.

Zone 2

Though your radar cannot register them, four Strakha stealth fighters have entered the zone.

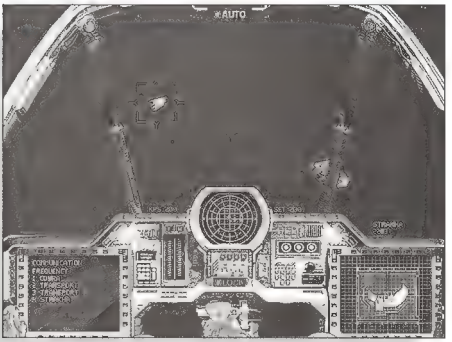


You cannot save this transport. Look for the Strakha and chalk up the destruction of this ship to experience.

You can destroy the poorly shielded stealth fighters with a couple of shots from your guns, missiles, or spit wad collection.

Once you finish slaughtering the Strakhas, return to the TCS *Victory*.

Use your heat-seeker missiles to destroy Strakhas at a distance.



Mission Three: Protect the Convoy

Fighter and Wingmen Recommendations

* **Fighter:** Thunderbolt VII
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Cobra

Choose an aggressive wingman.

Mission Description

* **Number of Zones:** 4
* **Objectives:** Escort two ships to the Blackmane base through hostile zones
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Sorthak *(first wave)*
    2 Sorthak *(second wave)*
  - **Zone 2:** 4 Strakha *(first wave)*
    4 Strakha *(second wave)*
  - **Zone 3:** 2 Vaktoth *(first wave)*
    2 Vaktoth *(second wave)*
  - **Zone 4:** No enemies

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Select your torpedo

Before you can start this mission, you need to approach the transports and establish visual identification. Once you identify them, autopilot to Zone 1.

Zone 1

Order your wingman to "break off and attack" as soon as you enter the zone.

You can defeat the mysterious Kilrathi Sorthak despite its great reputation.

The Sorthak attacks in two waves. You must destroy targets quickly and rush to assist your wingman before the second wave strikes. Fire a missile as soon as you can lock in on the first Sorthak to take control of the fight.

As soon as you destroy your target, assist your wingman.

Press B to prepare all missiles for simultaneous launch. As the second wave of Sorthak arrives, lock on a target and fire all missiles.

Zone 2

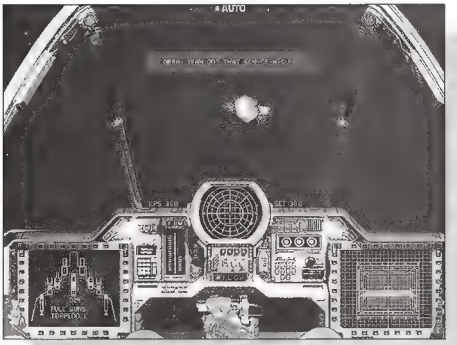
Do not stray too far from the transports while engaging the first wave of Strakha. Circle behind your targets as you fly out to meet the Strakha. That way you gain more control of the battle area.

The key to controlling this battle is speed. Destroying the fighters in the first wave quickly will keep the Kilrathi from overwhelming you when the second wave appears.

Zone 3

If you find yourself charging head-on into a Vaktoth, fire all guns even before it comes in range. Kilrathi pilots normally veer off from an attack once their ships get hit.

Though you should approach Vaktoth fighters cautiously from any angle, their rear meson guns cause less damage than their front Tachyon and plasma guns. Your shields will recover quickly from damage inflicted by meson guns.



If you've spent your missiles and torpedo in Zone 1, engage the heavy Vaktoth fighters in Zone 3 at close range. Try to attack from the sides where their guns can't hit you.

Zone 4

No enemies present.

Once the convoy arrives at Blackmane, return to the TCS *Victory*. If you complete the mission objectives, proceed to Chapter 7—The Ariel Missions. If you do not successfully complete these missions, proceed to Appendix B—The Delius Mission.

Dock Time

Sure, the first Blackmane mission offers an attractive space station and many cats to fry, but I find it a little disappointing. Perhaps Origin should mix the sorties so the Paktahn bombers have Dralthi escorts. Maybe a couple of capital ships with Skippers would improve this mission. Not every mission can be the best in the game, but after the excitement of Locanda, the first Blackmane mission feels a little empty.

The second Blackmane mission improves the series greatly. Just when you think it's a short one-zone mission, the Victory sends you out for a second run. You begin the run watching helplessly as a Terran transport explodes. Just in case you've begun to believe in your own invincibility, Origin throws in a strong reminder that you will not win them all—a nice touch.

The third Blackmane mission is a pretty standard Wing Commander mission, which is to say it's better than the missions you fly in other games. Remember, the game has just begun. Bigger challengers and a very creative story loom larger in the Ariel system just beyond the next nebula.

CHAPTER 7

The Ariel Missions

Don't you talk to that cat.
That cat is a bad one.
Dr. Seuss, The Cat in the Hat Comes Back

The Ariel missions mark the beginning of two new plot twists. First, the tension between Cobra and Hobbes escalates. Cobra, who grew up in Kilrathi slave camps, has never hidden her hatred for the Kilrathi, even Hobbes. While her feelings have no impact on the outcome of the game, you should try to understand Cobra. She is, after all, a great pilot.

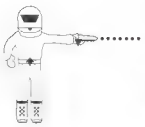
The second twist involves flying a new ship—the Longbow bomber. Halfway between a B-52 bomber and an Abrams tank, the Longbow offers more firepower than any fighter. It boasts enough torpedoes to destroy a small fleet of Kilrathi capital ships, a dizzying array of missiles, and the most powerful assortment of guns in the fleet.

While the Longbow crashes through capital ships like a Terran bull in a Kilrathi china shop (as if they'd have any), its sluggish flight controls make it ill-suited for dogfighting. Rather than chasing enemy fighters, you wait for them to attack you in a Longbow. Once they do, you use missiles and powerful guns to blast them to kitty-heaven.

Mission One: Security Sweep

Fighter and Wingmen Recommendations

* **Fighter:** Longbow
* **Missiles:** Default loadout
* **Wingman:** Cobra



Don't experiment with Flash or Vaquero on this mission. This is your first mission in a Longbow, so you need an aggressive and skilled wing-man. Besides, Cobra is indestructible at this point in the game.

Mission Description

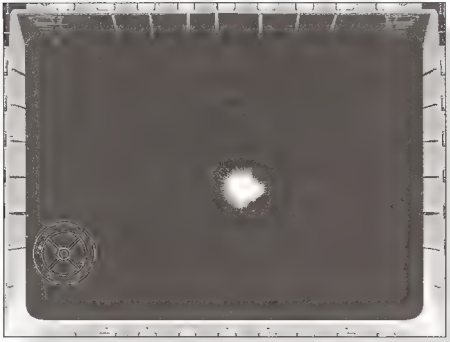
* **Number of Zones:** 3
* **Objectives:** Eliminate any Kilrathi presence in the zone
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Strakha
    2 Transport
    1 Corvette
  - **Zone 2:** 3 Strakha
  - **Zone 3:** 4 Darket
    4 Dralthi IV
    1 Carrier

Suggested Weapons Configuration

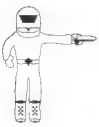
* **Guns:** Full
* **Missiles:** Use missiles in Zones 1 and 2; save your torpedoes for the carrier in Zone 3

Zone 1

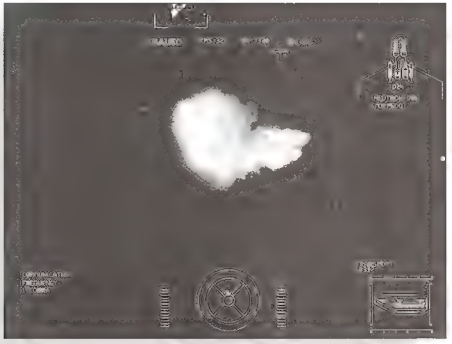
Do not try to dogfight the Strakha fighters. When they get behind you, shoot them down using your rear turret. Press F4 to see your ship's rear view; your weapons switch to the rear turret automatically.



The particle guns in your rear turret easily slice through the Strakha's weak shields.



The Longbow has only 280-centimeter equivalent shields. Don't take foolish chances against capital ships.



Use missiles and torpedoes to destroy capital ships whenever possible. The Longbow moves too slowly for strafing runs.

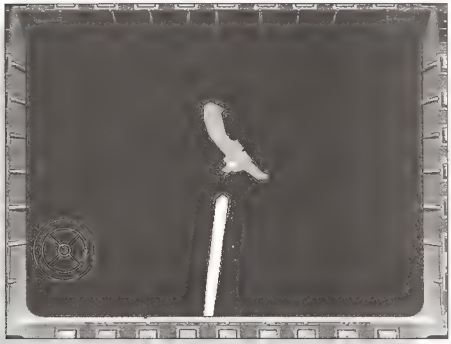
Zone 2

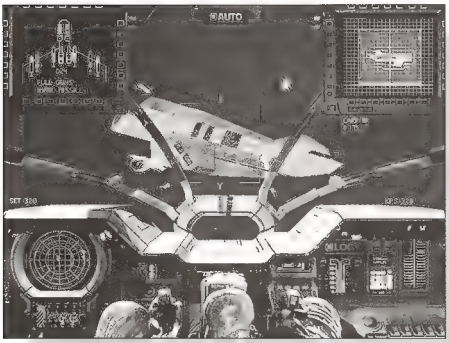
Tell your wingman to "break off and attack" at your leisure. Three Strakha are not going to damage your Longbow very quickly.

Zone 3

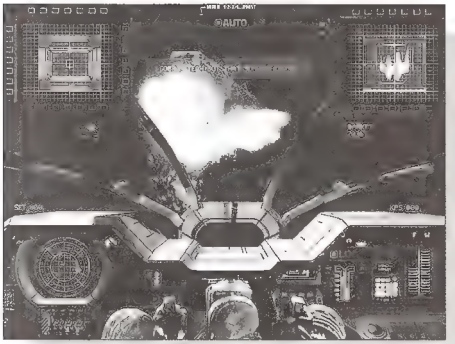
Tell your wingman to "break off and attack" upon entering the zone. While your wingman engages the fighters, you should attack the cruiser.

When Strakhas appear behind you, toggle from the cockpit to the rear turret and shoot them down as they uncloak.





Use your afterburner to get to the carrier quickly. Fire two torpedoes when you fly into range.



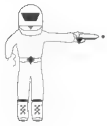
Wait for the carrier to explode before engaging the Darket and Dralthi fighters.

Once you clear the Kilrathi out of the area, return to the TCS *Victory*.

Mission Two: Clear All Kilrathi Presence from the Nebula

Fighter and Wingmen Recommendations

* **Fighter:** Longbow
* **Missiles:** Default loadout
* **Wingman:** Cobra



You can take a Longbow for this mission. The benefit of flying a Longbow is that it out-performs any fighter when attacking capital ships. The drawback to using a Longbow is its poor maneuverability. Flying against Vaktoth and Darket fighters, the Longbow's slow handling leaves you vulnerable.

Mission Description

- **Number of Zones:** 3
- **Objectives:** Destroy all Kilrathi forces in the nebula
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Vaktoth
    1 Transport
    1 Destroyer
  - **Zone 2:** 4 Darket
    1 Transport
    1 Corvette
  - **Zone 3:** 4 Vaktoth
    1 Destroyer
    1 Transport
    4 Vaktoth *(first wave of reinforcements)*
    4 Darket *(second wave of reinforcements)*

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

Save your torpedo for the destroyer in Zone 3—you'll want it.

Zone 1

Order your wingman to "break off and attack" the moment you enter this zone. Target the Vaktoth first. Fire a missile as you engage each Vaktoth. This aggressive move weakens their shields and puts the Kilrathi pilot in a defensive mode.

The slow-moving transport and destroyer will wait for you. Once you destroy the Vaktoth, engage the destroyer by systematically targeting its turrets.

Once you create a safe zone where the remaining turrets cannot shoot at you, press [Y] to match the destroyer's speed. Stay in that zone and eliminate the destroyer.

Zone 2

Engage the Darket fighters before attacking the Corvette and the transport. Remember not to waste missiles on the Darket. Poorly shielded and nearly unarmed, these fighters pose little danger.

Destroy the Corvette and the transport with the same methodical attack used on capital ships in the previous zone—shoot the turrets first, then finish off the ship.

Zone 3

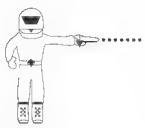
Help your wingman to engage the Vaktoth fighters before attacking the destroyer. Waves of Vaktoth and Darket fighters will continue to engage you until you "dispatch" this destroyer. Go after it after you exterminate a few Kilrathi fighters, using your torpedo as you approach the destroyer.

CAREFUL HERE: You'll need to break off and engage Vaktoth or Darket fighters before finishing off the destroyer. Once you clear the zone, return to the TCS *Victory*.

Mission Three: Escort the TCS Victory to the Jump Point

Fighter and Wingmen Recommendations

* **Fighter:** Thunderbolt VII
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Cobra



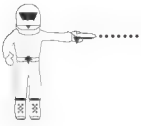
A Longbow does not perform well in a mixture of fighters and capital ships. Take a Thunderbolt VII and make sure to save your torpedo for the Corvette in Zone 3.

Mission Description

- **Number of Zones:** 3
- **Objectives:** Destroy all Kilrathi ships to clear a path for the TCS *Victory* to reach the jump point
- **Number of Enemies by Zone:**
  - **Zone 1:** 2 Darket
    2 Paktahn
  - **Zone 2:** 3 Strakha
    1 Carrier
    2 Darket
  - **Zone 3:** 5 Strakha
    1 Corvette

Suggested Weapons Configuration

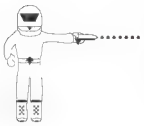
- **Guns:** Full
- **Missiles:** Ready



Save your torpedo for the Corvette in Zone 3.

Zone 1

Tell your wingman to "break off and attack." To win this mission, you must quickly eliminate ships that threaten the TCS *Victory*. Attack the Paktahn bombers before engaging the Darkets. Begin battling the Paktahn fighters by hitting them with missiles, and follow up with full guns.



Make sure that you and your wingman destroy all four Paktahn bombers before engaging the Darkets. One or two Paktahn torpedoes and you won't have a carrier to go home to.

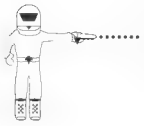
Zone 2

Order your wingman to "break off and attack" as soon as you enter the zone. Take out a couple of Strakhas or a Darket before attacking the carrier. This maneuver evens the odds for your wingman and gives you a cleaner assault on the capital ship as well.

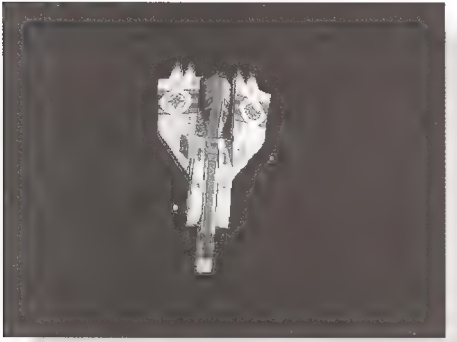
Shoot out the turrets at the back of the carrier to create a safety zone. Press (Y) to match the carrier's speed, then finish off the carrier with your guns. Remember to save your torpedo for the next zone!

Zone 3

Tell your wingman to "break off and attack."



The Corvette in Zone 3 sports Skipper cloaking missiles. You'll find these missiles hard to track and very powerful.



Use afterburners to reach the Corvette on the double.

As soon as you streak into torpedo range of the Corvette, fire your torpedo. Check your radar for yellow dots. If you see a yellow dot, it means that the Corvette has fired a Skipper at the TCS *Victory*. If it did fire a Skipper, find and destroy that missile immediately. Once you confirm that no Skippers are winging their way toward the TCS *Victory*, eliminate the Corvette and the remaining Strakha.

Return to the TCS *Victory* once you fulfill the mission objectives.

If you fulfill all mission objectives, proceed to Chapter 8—The Caliban Missions. If not, go to Appendix B—The Delius Mission.

Dock Time

In a game full of exceptional missions, the Ariel missions stand out as plain and uninspiring. While most other missions meld into each other to form a crescendo, real or perceived, the Ariel missions seem flat and detached. They have no special characters or devices that make them memorable.

Captain Eisen makes a big deal about flying in a nebula before the first mission. Yawn. In other games, nebulas wreak havoc on your computer or screw up your weapons systems. In this game, the nebula offers little more diversion than bad gamma correction.

The second mission offers nothing more spectacular than a few capital ships. I find the first and third zones mildly challenging, but less than memorable.

Origin tries to add suspense to the third mission by having the Kilrathi close the jump point. Interesting idea. Had I expected the jump point to be in that zone, it might have caught me off guard. Instead, I had no idea where the jump point was, so I simply flew that zone like any other.

Origin did not have to include these missions in the game. They add no suspense to the story line, and they hardly increase the quality of the game. They do lengthen the game, allowing players to experience more of the war. Having promised their customers a complete experience, I suspect that the *Wing Commander* team wanted to make sure the game offered enough battle opportunities.

CHAPTER 8

The Caliban Missions

The wrong war, at the wrong place,
at the wrong time, and
with the wrong enemy . . .
Omar Bradley

Somehow the TCS *Victory* has become central to the Terran initiative, and the Kilrathi sense it. In maintaining the Caliban system, you discover zones crowded with Kilrathi fighters. Conserving missiles becomes more important than ever when facing as many as 19 enemy ships in a single zone.

Even though the battles in this system are fairly mundane, you may feel anticipation of things to come. Each mission in this system leads toward a new and hopeful development.

Mission One: Escort the Destroyers

Fighter and Wingmen Recommendations

* **Fighter:** Longbow *(lower skill levels)*
  Thunderbolt VII *(higher skill levels)*
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Cobra

Mission Description

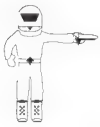
* **Number of Zones:** 2
* **Objectives:** Escort destroyers
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Vaktoth
    1 Destroyer *(that gets destroyed immediately)*
  - **Zone 2:** 2 Vaktoth *(first wave)*
    1 Destroyer
    2 Vaktoth *(second wave)*

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

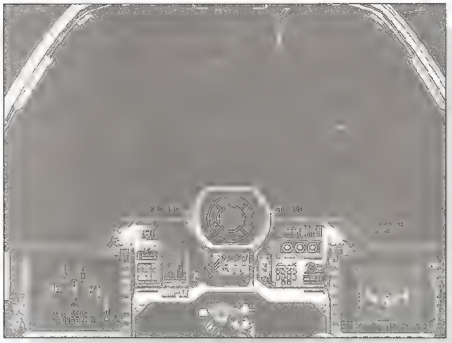
Prepare your weapons before leaving the TCS *Victory*.

Zone 1



Confederation destroyers rarely needs escorts. Depending on whether you play at the Rookie level or the Nightmare level, the ships you escort may be able to fight their way through any Kilrathi assaults.

The Sheffield demolishes a Kilrathi destroyer as you enter the zone.

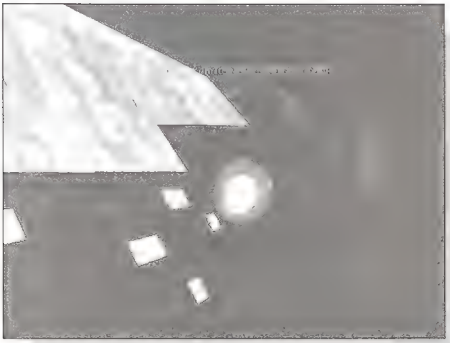


Use afterburners to reach the battle before the destroyer shoots down all the Vaktoth fighters itself.

With full guns, you don't need to waste missiles on a couple of Vaktoth heavy fighters, although they finish the dogfight more quickly.

Zone 2

Tell your wingman to "break off and attack." Target one Vaktoth before attacking the Kilrathi destroyer. That leaves one fighter for your wingman and one for the Confederation destroyer. Switch your missile configuration to torpedoes. Return to the TCS *Victory* once you fulfill the mission objectives.



One well-placed torpedo and you accomplish your mission objectives.

Mission Two: Sweep the Area

Fighter and Wingmen Recommendations

* **Fighter:** Thunderbolt VII *(see the author's note below)*
* **Missiles:** Friend-or-foe missiles
* **Wingman:** Cobra

While most of this mission involves dogfighting, the third zone has four capital ships and no fighters. A Longbow would handle Zone 3 very well, but use a Thunderbolt VII instead. Piloting a fighter will make Zones 1 and 2 considerably little easier.

Mission Description

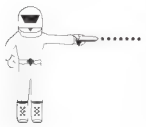
- **Number of Zones:** 3
- **Objectives:** Sweep all enemy forces out of the zone.
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket
  - **Zone 2:** 6 Dralthi *(first wave)*
    4 Vaktoth *(second wave)*
  - **Zone 3:** 2 Corvette
    1 Destroyer
    1 Scout

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

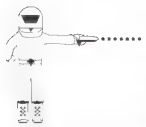
Save your torpedo for the destroyer in Zone 3.

Zone 1



You are not escorting other ships, so there's no need to rush through this mission. Engage and destroy at your leisure.

Tell your wingman to "break off and attack." Use full guns on these Darket ships.

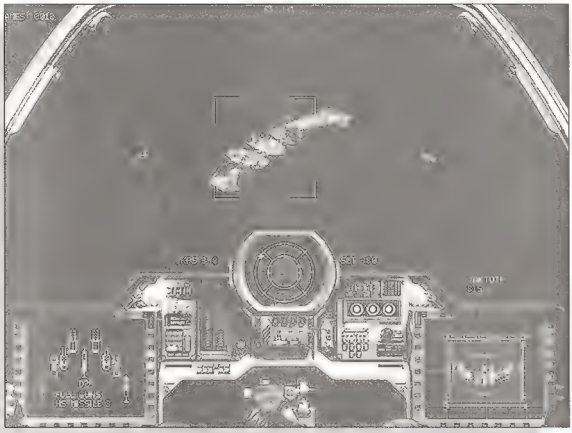


1) If you need to brush up on any maneuvers, feel free to practice at this time. You may want to pick a target and practice tailing it. You can even switch your weapons configuration to meson guns only. Perhaps you'd prefer to attempt the Shelton Slide by pressing your Caps Lock key. 2) The Kilrathi have a stronger presence in the next zones, so make sure you prepare for a tougher fight.

Zone 2

Tell your wingman to "break off and attack" as soon as you enter the zone. Use full guns to engage the first wave of fighters. Poorly shielded, poorly armed, and not very maneuverable, the Dralthi is no match for the Thunderbolt VII.

The four Vaktoth fighters in the second wave deserve careful deliberation. Fire missiles as they engage you. When your missile-lock light flashes, press E to launch a decoy.



Try to attack Vaktoth fighters from the side. They have rear guns.

Zone 3

Tell your wingman to "break off and attack" upon entering this zone.

Take out the destroyer first. Fly straight to it and fire your torpedo as soon as you can lock on the big ship.

When attacking Corvettes or the scout ship, remember to eliminate their turrets first. Your HUD marks turret locations with a yellow square.

Once you clear out their turrets, Kilrathi capital ships have no protection against fighter attack.

Return to the TCS *Victory* once you destroy the Kilrathi capital ships.

Mission Three: Escort the TCS *Victory* to the Jump Point

Fighter and Wingmen Recommendations

* **Fighter:** Arrow
* **Missiles:** Default loadout
* **Wingman:** Cobra

Mission Description

- **Number of Zones:** 3
- **Objectives:** Sweep the jump point of Kilrathi forces
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket
    1 Corvette
  - **Zone 2:** 4 Darket
    1 Corvette
  - **Zone 3:** 4 Darket *(first wave)*
    1 Corvette
    2 Dralthi *(second wave)*
    2 Vaktoth
    2 Darket *(third wave)*
    2 Vaktoth
    4 Darket *(fourth wave)*

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

Zone 1

Order your wingman to "break off and attack."

Target the Corvette before it can fire a Skipper cloaking missile. Watch your radar for Skippers as you eliminate the Corvette's turrets. Once you clear the turrets, destroy the ship.

Remember, Skippers are cloaked missiles. If you see a yellow dot on your radar, afterburn in that direction. Even if the Skipper disappears from your radar, use guns to destroy the it.

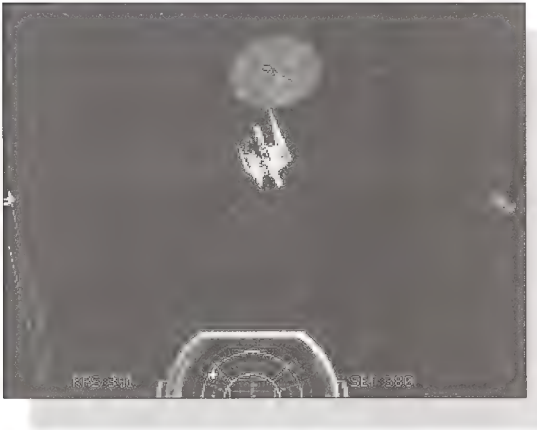
Zone 2

Tell your wingman to "break off and attack."

This zone has the same Kilrathi forces as Zone 1. Continue to watch for Skippers.

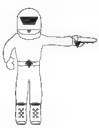
Zone 3

Tell your wingman to "break off and attack" as soon as you enter this zone.



Packed with a nearly endless supply of Kilrathi fighters, this zone is one of the most enjoyable parts of the game.

In earlier missions, destroying capital ships cuts off the flow of Kilrathi fighters. In this mission, they continue even after you eliminate the Corvette. Use full guns on the Dralthi IV fighters in the first two waves, even if you have missiles. Save your missiles as you engage Vaktoth fighters.



Even if you destroy the Kilrathi quickly, they keep coming. This is a battle of attrition. Keep an eye on your shields and damage.

Return to the TCS *Victory* once you clear the zone.

Dock Time

The Caliban missions, like the Ariel missions, escalate the game's pace. Like a Mozart symphony, Wing Commander III has many crescendos.

As I flew the Caliban missions, I took a deep breath and hoped to encounter some new weapon or strategy that could add a new spark to the game. Can you believe it? I'm fighting the tail end of a decade-old intergalactic war against nine-foot kitties and complaining that it's mundane.

To prove that my criticisms are constructive, I offer three ways Origin could improve the Ariel and Caliban missions:

1) Place a space fortress in the middle of the system. The fortress would make a wonderful surprise. Players would fly along thinking they're chasing a Darket, then splat—they run into an enormous celestial castle.

2) Create a mission in which you have to capture a certified Kilrathi ace. This game needs more disabling missions. Yeah, that's the ticket . . . a cinematic sequence in which the Terrans capture a Kilrathi and shave him from head to toe.

3) Have Blair board a Kilrathi destroyer. Perhaps he could stumble across an enormous Kilrathi general in a dark helmet and cape. The General could say "Chris, I'm your father," breathe deeply, and offer to teach him about the cat-side of the force.

CHAPTER 9

The Torgo Missions

When I hold you in my arms
And I feel my finger on your trigger
I know no one can do me no harm
Because happiness is a warm gun.
John Lennon

Admiral Tolwyn is back, and this time he has a really big gun. The Behemoth, Tolwyn's gun-to-win-the-war, destroys entire planets with a single shot, and he's aiming at Kilrah.

Though his highbrowed ways leave you somewhat nauseated, you've got to hand it to Admiral Tolwyn. His big bang theory might just end the war.

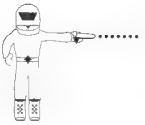
Before Tolwyn can finish "Kitty-world," you must accomplish some major housekeeping. Though it can destroy entire planets with each blast of its powerful coils, the Behemoth has insufficient shields and no defense system. Before it arrives, you must eliminate all Kilrathi spies and arrange safe passage through the Torgo system.

Unlike earlier missions, the Torgo missions have a true sense of purpose, a direction. With clever plot twists and a new sense of urgency, the Torgo missions prove that happiness may well be a warm gun.

Mission One: Sweep Kilrathi Forces Out of the Zone

Fighter and Wingmen Recommendations

* **Fighter:** Arrow *(no other selections available)*
* **Missiles:** Default loadout *(no other selections available)*
* **Wingman:** Flint, Flash, Primate, and Styg *(computer assigns wingmen automatically)*



If Flash died in an earlier mission, the computer will assign you a different wingman.

Mission Description

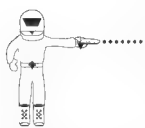
* **Number of Zones:** 4
* **Objectives:** Sweep all enemy forces out of the zone to prepare for the Behemoth
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Strakha
    2 Paktahn
  - **Zone 2:** 2 Vaktoth *(first wave)*
    2 Paktahn
    2 Vaktoth *(second wave)*
    2 Paktahn
    2 Vaktoth *(third wave)*

2 Paktahn
2 Vaktoth *(fourth wave)*
2 Paktahn
2 Vaktoth *(fifth wave)*
2 Paktahn

- **Zone 3:** 2 Strakha
  2 Paktahn
- **Zone 4:** No enemies

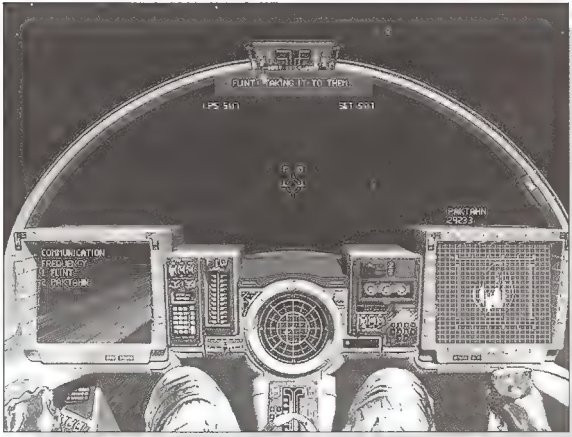
Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready



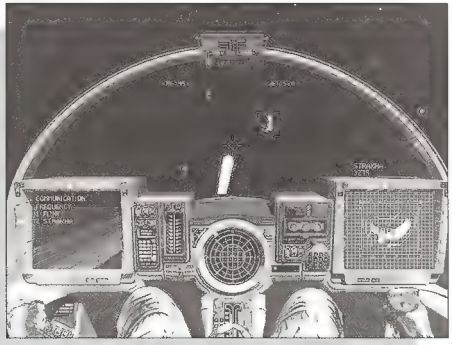
If you drool at the sight of Paktahn bombers, you'll love this mission. To complete it, your attack wing must destroy 14 Paktahn bombers. Each Paktahn bomber carries six torpedoes, so that means the Kilrathi have 84 torpedoes in the area. Torpedoes, by the way, can only be used on capital ships. They pose no threat to you or your wingmen. All those torpedoes and nothing to shoot at . . .

Zone 1



The maximum velocity of your Arrow is 180 kilometers per second faster than that of a Paktahn, thus they cannot initiate a dogfight with you.

Paktahn bombers can, however, fire missiles in your direction. If your missile-lock indicator turns on, press [E] to release a missile decoy.



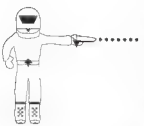
Engage the Strakha first. Use full guns to eliminate each enemy before it cloaks.

Attack the Paktahn from above, below, or the side. Flying into the bomber's mass driver tailgun leads to unnecessary damage.

You must survive seven sets of Kilrathi bombers and escorts, so avoid unnecessary risks.

Zone 2

Tell your wingman to "break off and attack."



Get ready for a lengthy battle—five waves of bombers and Vaktoth fighters. The Paktahn have nothing to bomb, so they will lumber around the zone like tanks. Attack them after you clear out their Vaktoth escort. Additional wingmen join you in this battle. Do not worry about the overwhelming odds.

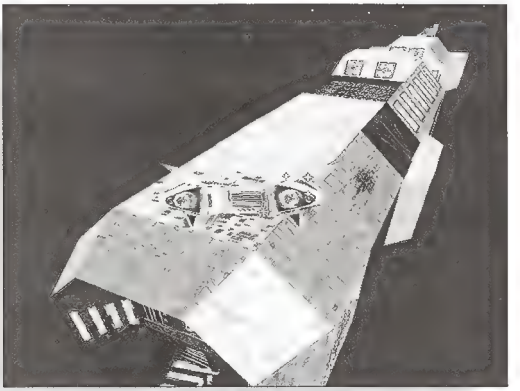
If you take too much damage to your shields or armor, access the Power Distribution Screen on your VDU by pressing [P]. Press [P] again to scroll through your systems. Decrease the power to your weapons by pressing [ ], and increase the power to your shields by pressing [ ]. When your shields regenerate, press [Shift] [ ] to distribute energy evenly among all systems.

Zone 3

This zone has the same configuration as Zone 1. Eliminate the Strakha first, then engage the Paktahn at your leisure.

Zone 4

No enemies present.



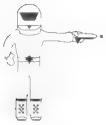
The Behemoth—"the biggest gun in the universe."

Once you rendezvous with the Behemoth, return to the TCS *Victory*.

Mission Two: Place Mines Around Jump Buoys

Fighter and Wingmen Recommendations

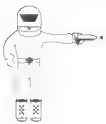
* **Fighter:** Longbow *(see Author's Note)*
* **Missiles:** Default loadout
* **Wingman:** Cobra



The Longbow is the only Confederation ship capable of laying mines.

Mission Description

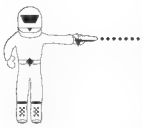
- **Number of Zones:** 4
- **Objectives:** Sweep all enemy forces out of zones and lay two mines around jump buoys
- **Number of Enemies by Zone:**
  - **Zone 1:** 2 Vaktoth
    2 Paktahn
  - **Zone 2:** 2 Vaktoth
    2 Paktahn
  - **Zone 3:** 2 Vaktoth
    2 Paktahn
  - **Zone 4:** 2 Vaktoth
    2 Paktahn



You've now flown many missions and become familiar with the tactics of fighting squads of Vaktoth and Paktahn. Prepare for a new wrinkle: the slow-moving Paktahn that you've been able to out-maneuver flies faster and maneuvers better than a Longbow.

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Missiles ready



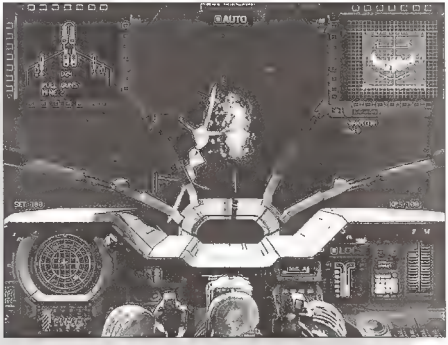
Between your first and fourth hardpoints you carry hold eight mines. You fail this mission if you forget to leave two mines, or accidentally fire a third mine, in any zone. Make sure you fire missiles, not mines, during dogfights. The safest way to complete this mission is not to touch missiles until after you clear the zone.

Zone 1

Tell your wingman to "break off and attack."

Begin firing your guns as soon as the Vaktoth fly into range. You can destroy at least one Vaktoth before they are close enough to engage you in a dogfight.

Don't bother trying to keep up or out maneuver anything in a Longbow. Watch your radar. When fighters get behind you press F4 to switch to your rear particle gun.



If too many fighters swarm you, use your afterburner to escape.

Once you clear the zone, place two mines. Press [M] until your weapons monitor you first or last hardpoints. Press [Enter] to place mines.

Zones 2, 3 and 4

Use the strategy described in Zone 1. Once you lay two mines in each of the four zones, return to the TCS *Victory*.

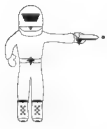
Mission Three: Capture Kilrathi Tankers

Fighter and Wingmen Recommendations

* **Fighter:** Arrow
* **Missiles:** Default loadout (Leach missiles)
* **Wingman:** Cobra

Mission Description

* **Number of Zones:** 1
* **Objectives:** Disable three Kilrathi tankers
* **Number of Enemies by Zone:**
  - **Zone 1:** 3 Asteroid fighters
    3 Tankers

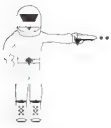


By some outstanding quirk of engineering, the Kilrathi have not only built space stations inside asteroids, they have also constructed asteroid-mounted light fighters. These nimble little piles of stone fly very quickly and maneuver well. You might say they offer "rock solid performance." Fortunately, their granite shell offers no extra protection. Fire a couple of laser blasts or a missile and these pebbles turn to dust.

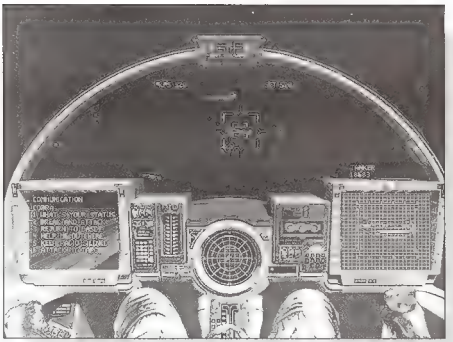
Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready

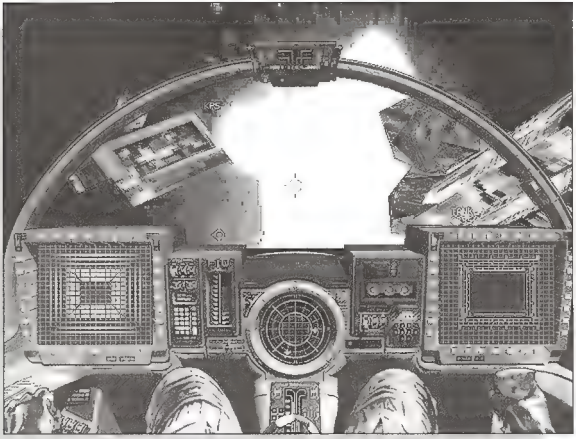
Zone 1



To beat this mission, you need to capture all three tankers intact. The easiest way to do this is to have your wingman attack the tankers while you hold off their escort.



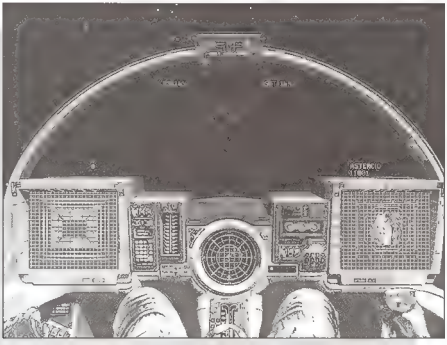
Target a tanker and order your wingman to "attack your target."

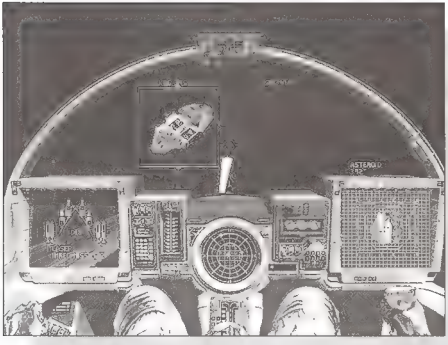


Use full guns to annihilate one of the asteroid fighters.

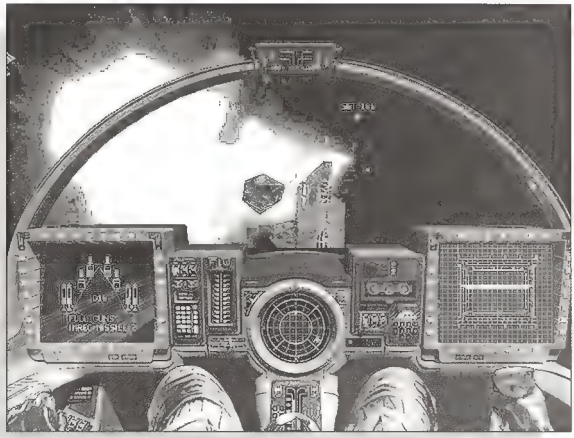
When your wingman returns, target another tanker and assign him to "attack your target." When your wingman finishes the second tanker, assign him to the third one as well.

Now play cat-and-mouse with this kitty. If you destroy this asteroid fighter, two new ones replace it.





Set your guns to laser cannons—your least potent weapon—and chase the asteroid fighter around without destroying it.



Once your computer informs you that all three tankers have been disabled, switch to full guns and finish off the asteroid fighter. (That's the way the kitty crumbles.)

Return to the TCS *Victory* after you fulfill the mission objectives.

Win or lose, proceed to Chapter 10.

Dock Time

Two new kinds of missions, a computer malfunction, even new weapons: the Torgo missions give new life and meaning to *Wing Commander III.*

Having a wave of Kilrathi appear after the computer says you've accomplished all mission objectives demonstrates sheer brilliance. You expect to fight every time you fly a mission, so your adrenaline flows, your nerves tighten, and you make yourself alert.

The first Torgo mission requires that kind of preparation, especially in the second zone. Origin lures you into letting down your guard prematurely when your flight computer says you've accomplished mission objectives. You relax, and the next thing you know the horizon suddenly buzzes with Vaktoths and Paktahns.

Still reaching into a deep bag of tricks, Origin invented a new kind of mission—laying mines. The combat in the second mission offers little challenge, but it's exciting to be out in a Longbow, frying kitties, and marking Confederate territory.

I especially like the third Torgo mission. While I left the job of disabling the transports to my wingman, I had fun chasing the enemy's flying pebbles. Man, those rocks can move.

Best of all, with the new element of the Behemoth, *Wing Commander III* has a new sense of direction and purpose. I no longer feel as if I'm flying from one trumped-up fight to the next; now I know my reason for living—to give Kilrah a super-collider enema.

CHAPTER 10

The Loki Missions

Victory at all costs, victory in spite of all terror, victory however long and hard the road may be; for without victory there is no survival.
Sir Winston Churchill

By an appropriate twist of fate and good script writing, the Confederation has decided to test the Behemoth in a system named after the Norse god of evil and mischief—Loki. Someone at Origin Systems likes mythology.

The missions in this system reek of mischief and evil. Admiral Tolwyn mischieviously wants to destroy entire planets, some for victory and some for mere target practice. The Kilrathi play some tricks of their own as they attempt to destroy the Behemoth. The real evil, however, is a spy aboard the TCS *Victory*.

You are still on the third CD and there are four CDs in this game, so don't expect to blow up Kilrah in the next few missions. A more appropriate Churchill quote might have been "This is not the end. This is not the beginning of the end. But this is the end of the beginning."

Mission One: Clear the Way for the Behemoth

Fighter and Wingmen Recommendations

- **Fighter:** Arrow
- **Missiles:** Default loadout
- **Wingman:** Cobra

Mission Description

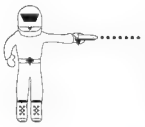
- **Number of Zones:** 3
- **Objectives:** Destroy Kilrathi forces surrounding the Behemoth test site
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket *(first wave)*
    1 Corvette
    4 Vaktoth *(second wave)*
    1 Corvette
  - **Zone 2:** 5 Dralthi IV *(first wave)*
    5 Dralthi IV *(second wave)*
  - **Zone 3:** 6 Vaktoth *(first wave)*
    4 Darket *(second wave)*
    3 Strakha *(third wave)*

Suggested Weapons Configuration

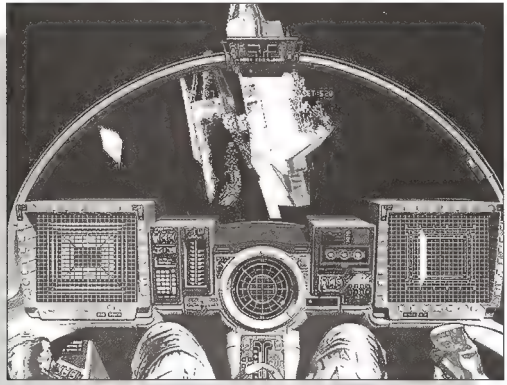
- **Guns:** Full
- **Missiles:** Ready

Zone 1

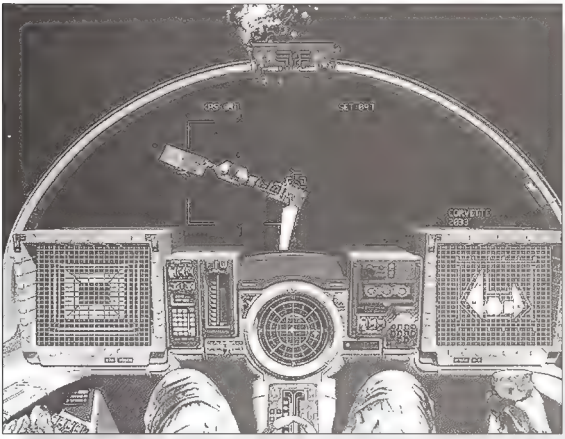
Order your wingman to "break off and attack" as soon as you enter the zone.



Do not rush through this mission. Attack each target methodically. Do not take unnecessary risks. You get no extra points for speed, but you will take on extra damage if you hurry through this mission.



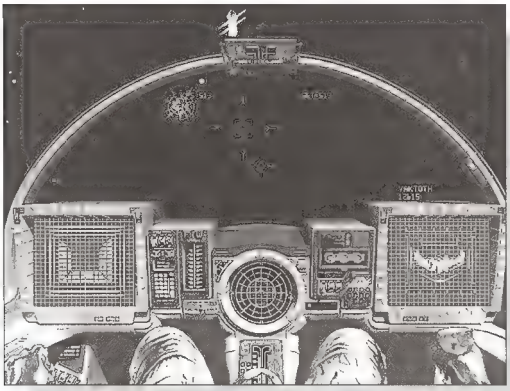
Exterminate the pesky Darkets before engaging the Corvette. Do not waste your missiles on these little gnats.



Do these Corvettes seem tougher than earlier ones? Target the laser turrets first.

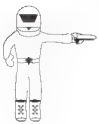
After you eliminate the turrets on one side of the Corvette, match the capital ship's speed and travel beside it shooting full guns.

Do not let the second wave of fighters intimidate you. Go after the Vaktoth, then the Corvette.

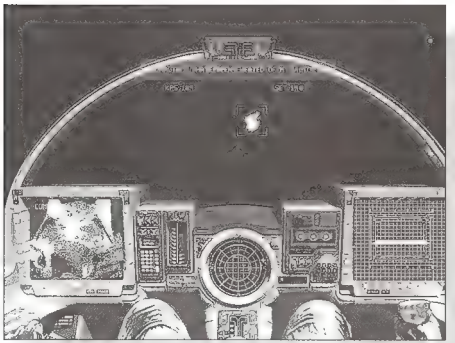


Use missiles on the Vaktoth.

Zone 2



Depending on the condition of your ship and your flying abilities, you may wish to take on all 10 Dralthi IV medium fighters on your own. If you do try this and find that two waves of Dralthi IV are more than you bargained for, you can always order your wingman to "break off and attack."

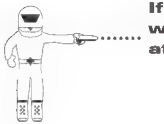


On the easier skill levels, you can pick off one or two Dralthi as they fly in for the attack. (Do not attempt this on the higher levels.)

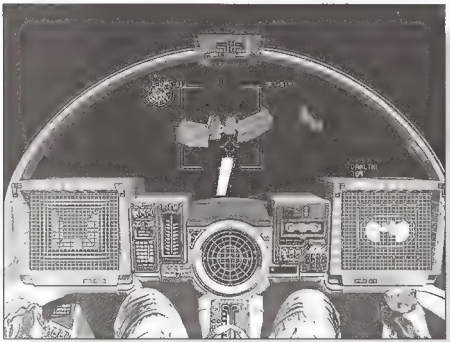
If you decide to take on the Dralthi IV fighters yourself, you might want eyes in the back of your head. Press Ctrl F4 to switch your left VDU to rear-view mode.

Zone 3

Order your wingman to "break off and attack." Remember never to fly directly behind a Vaktoth.

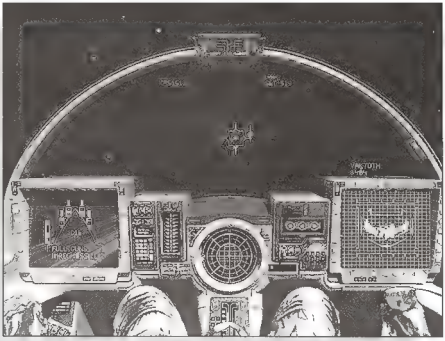


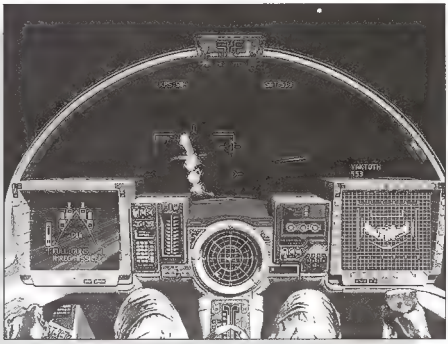
If you can take out six Vaktoth without any trouble, you're playing at too low a skill level.



More often than not, you should jump from target to target without finishing the fight when heavily outnumbered.

If you have any remaining missiles, use them on this wave of Vaktoth.





When tailing a Vaktoth, attack from just above its tail.

After you destroy the Vaktoth, the mission becomes much easier. Make sure to keep your wits about you while you take on the ensuing waves of Darket and Strakha fighters. Having survived Vaktoth fighters and Corvettes, you don't want a lowly Darket to humiliate you. Return to the TCS *Victory* once you fulfill the mission objectives.

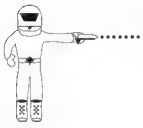
Mission Two: Protect the Behemoth During Test Firing

Fighter and Wingmen Recommendations

* **Fighter:** Arrow
* **Missiles:** Default loadout
* **Wingman:** Cobra

Mission Description

- **Number of Zones:** 1 *(see Author's Note)*
- **Objectives:** Protect the Behemoth from Kilrathi attack
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Paktahn *(first part of mission)*
    2 Corvette *(second part of mission)*
    4 Strakha
    2 Paktahn



An animated sequence begins after you complete the first half of this mission. *Do not assume this means the end of the mission!*

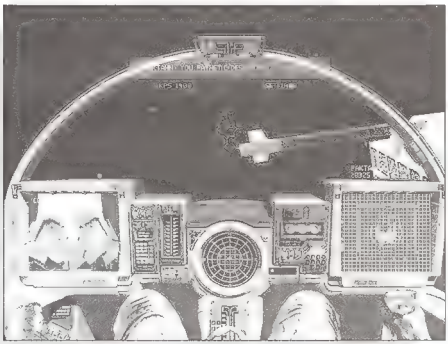
Suggested Weapons Configuration

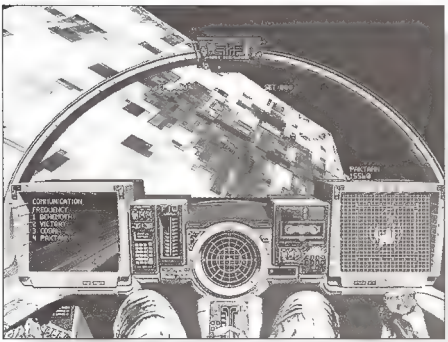
- **Guns:** Full
- **Missiles:** Ready

Zone 1 *(Part One)*

Tell your wingman to "break off and attack" as soon as you launch.

The Kilrathi will pay any price to destroy the Behemoth. Use your afterburners to meet these Paktahn before they fire torpedoes.



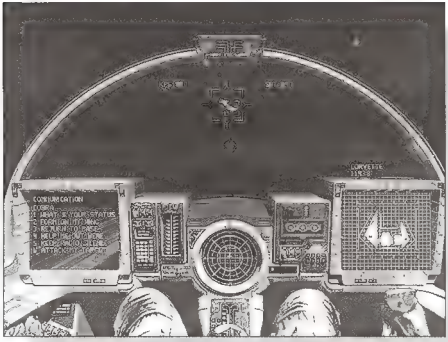


Fighting against the backdrop of the Behemoth makes the Kilrathi bombers a little tougher to spot.

Save your missiles. Use full guns against the Paktahn. Fight them up close and rely on your Arrow's superior maneuverability to win this battle.

Once you eliminate the Paktahn, an animated sequence shows the Behemoth's glorious test firing. Stay on your toes. The fighting resumes immediately after that sequence.

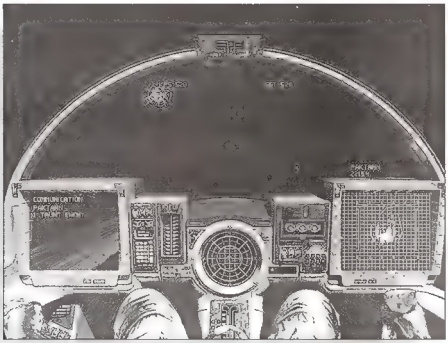
Zone 1 *(Part Two)*

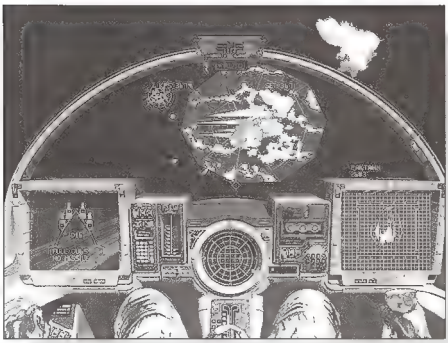


Assign your wingman to take out one Corvette.

Use your missiles to destroy the other Corvette before the Paktahn have the chance to attack. Press [B] to fire all missiles on one strike.

Taunt the Paktahn to try to lure them away from the Behemoth.





Don't even bother with the Strakha until you finish off the Paktahn.

Return to the TCS *Victory* once you eliminate all the Kilrathi.

Mission Three: The Destruction of the Behemoth

This mission is a bummer.

Fighter and Wingmen Recommendations

- **Fighter:** Doesn't matter
- **Missiles:** Doesn't matter
- **Wingman:** Doesn't matter

Mission Description

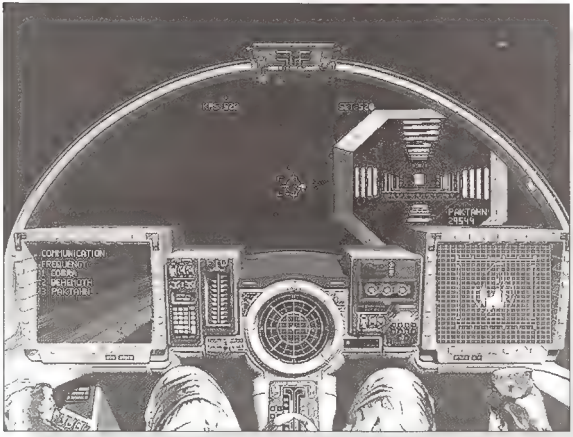
- **Number of Zones:** 1 *(played in two parts)*
- **Objectives:** Protect the Behemoth as it destroys Kilrah, the Kilrathi home world
- **Number of Enemies by Zone:**
  - **Zone 1:** Unknown *(part one)*
    One *(part two)*

Suggested Weapons Configuration

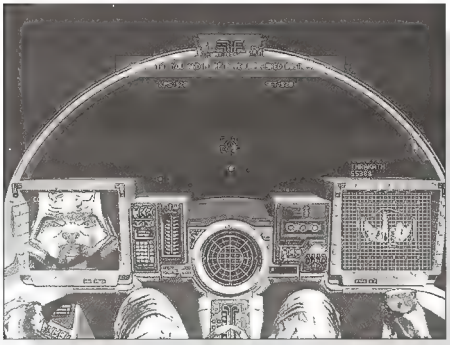
- **Guns:** Doesn't matter
- **Missiles:** Doesn't matter

Zone 1 *(Part One)*

You cannot win this part of the mission. A half-dozen Paktahn have entered the Behemoth and have begun shelling its weak spots by the time you arrive. You cannot save the Behemoth! Even flying inside the Behemoth's enormous muzzle, you encounter several enemy bombers.

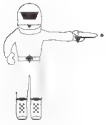


By the time you arrive, the work of destruction has begun.

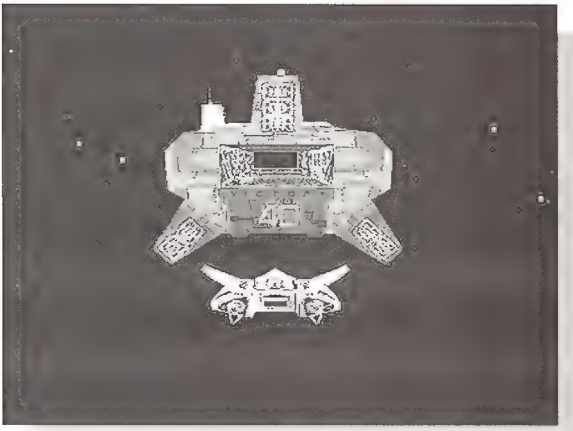


Thrakhath invites you to a one-on-one battle between warriors.

Zone 1 *(Part Two)*



Do not accept Thrakhath's invitation to fight. I have accepted his challenge over a dozen times and can tell you from experience that there is no way to kill Thrakhath and make it back to the TCS *Victory*. Once, I set all eight missiles on my Arrow to fire at once. I used afterburners to get to Thrakhath. I fired all missiles the moment he flew within range, and sped back to the TCS *Victory*. My radar no longer registered Thrakhath's fighter, and I made it to the ship in time. But Thrakhath still reappeared later in the game! Perhaps he ejected when I shot his fighter. Perhaps a programming glitch made his red dot vanish from my monitor. The most likely explanation is that I didn't notice the dot, and it was there all along.



He who fights and runs away lives to fight another day. He also doesn't get left behind to float forever in space.

Return to the TCS *Victory*.

Dock Time

The Loki missions demonstrate how a good story improves a game. The first two Loki missions offer the game nothing new: simply sweeping sectors and fighting standard battles. I'm not saying that if you fry one cat you've killed them all, but by the time you fly Loki, you've already logged more than 20 missions.

With great actors such as Malcolm McDowell convincing you that these missions might save humanity, you can't ignore the gravity of each skirmish. Even very plain missions, including the first two Loki missions, become charged with excitement. Marvin the Martian could have flown as my wingman and I would have taken this mission seriously.

The third Loki mission stands out as one of the most brilliant and taunting plotting devices in all of computer gaming. The Behemoth fails and Thrakhath belittles you. You learn that Angel died painfully at Thrakhath's cruel hands. You can kill him, but to win the game, you must brace yourself against the urge for revenge.

So there you have it. You leave the Loki system having witnessed the destruction of mankind's only hope for survival and the gruesome murder of your love. The Loki System—such a cheerful place.

CHAPTER 11

The Alcor Missions

The man of knowledge must be able not only to love his enemies but also to hate his friends.
Friedrich Nietzsche

Speaking of loving your enemies and hating your friends, Cobra and Hobbes have a strange thing going. Every time she finishes a conversation with Hobbes, Cobra runs to the locker room and sharpens her knife.

You discover the identity of the traitor that sent the Kilrathi the plans for the Behemoth while flying through Alcor. What is more important, you discover that Admiral Tolwyn was not the only Confederation leader with plans for winning the war. Palladin visits the TCS *Victory* and drops a few bombshells of his own.

Vagabond steals the show in this system, as he explains his glib attitude and mysterious past. Now if he could just do something about that preppy haircut.

Mission One: Defend the TCS *Victory* from Attack

Fighter and Wingmen Recommendations

* **Fighter:** Arrow *(no alternative offered)*
* **Missiles:** Default loadout
* **Wingman:** Computer assigns wingmen

Mission Description

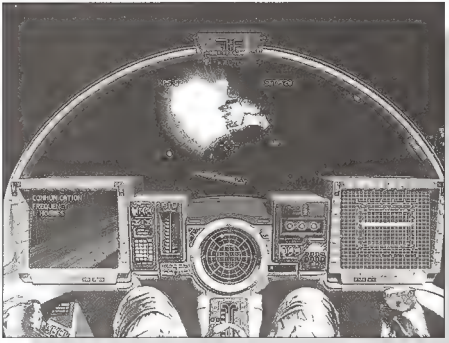
* **Number of Zones:** 5
* **Objectives:** Fight off Kilrathi attack
* **Number of Enemies by Zone:**
  - **Zone 1:** 4 Vaktoth *(first wave)*
    3 Corvettes
    8 Darket *(second wave)*
    1 Corvette
  - **Zone 2:** 2 Vaktoth *(first wave)*
    4 Paktahn
    6 Dralthi IV *(second wave)*
    6 Dralthi IV *(third wave)*
    4 Paktahn *(fourth wave)*
  - **Zone 3:** 4 Strakha
  - **Zone 4:** 4 Vaktoth
  - **Zone 5:** 2 Sorthak *(first wave)*
    2 Sorthak *(second wave)*

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Ready (try to save missiles for Zone 5)

Zone 1

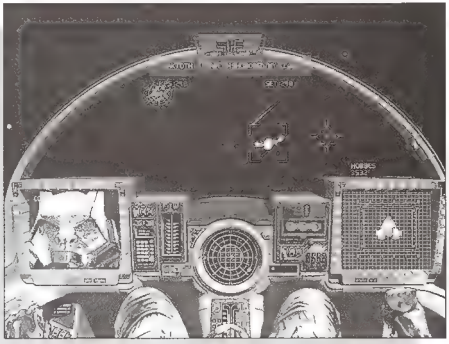
If the computer assigns you Hobbes for a wingman, put him to good use. Target the Corvettes and ask Hobbes to attack your targets. With five zones and more than 45 Kilrathi ships ahead of you on this mission, you don't want any unnecessary damage early on.

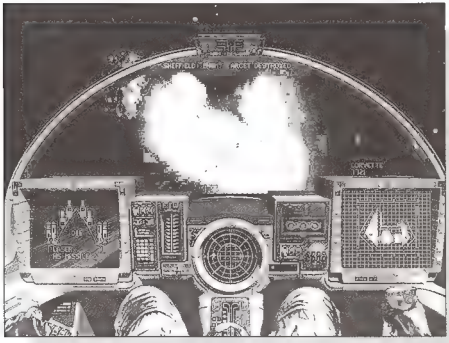


Take care of the Vaktoth fighters while Hobbes attacks the Corvettes.

Try to force the battle away from the capital ships. You'll take unnecessary damage if the Kilrathi can lure you toward the Corvettes. If Hobbes joins the fight, target another Corvette and send him to attack it. (He's indestructable at this point inthe game.)

Engage the last Corvette once you destroy the Vaktoth fighters. If Hobbes comes to help, assign him to finish the job while you prepare for the next wave of fighters.



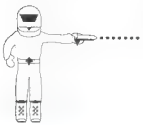


When engaging eight light fighters, do not get sucked into tailing one opponent while the others line up to kill you. Move from enemy to enemy, without committing to finish off any one opponent.

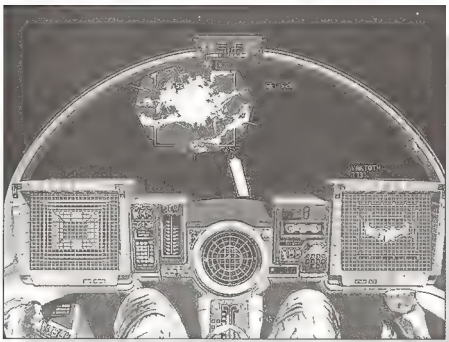
REMEMBER: Constantly monitor your radar for Skippers, your life depends on it.

Zone 2

Order your wingman to "break off and attack."



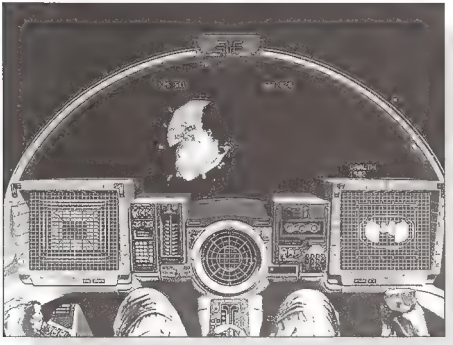
Prepare for a long fight in this zone, and avoid head-on engagements, especially with Paktahn bombers.



Take advantage of your Arrow's speed to avoid the Paktahn bombers until you eliminate their Vaktoth escort. Now that you are away from the *Victory*, the Paktahn pose no immediate danger.

Don't forget to launch missile decoys when your missile-lock indicator lights. Press [E] to launch decoys. (This is especially important if you play on the higher skill levels.)

After you destroy the Vaktoth fighters, go for the Paktahn bombers. As much as possible, attack them from the side or swoop down on them from above.

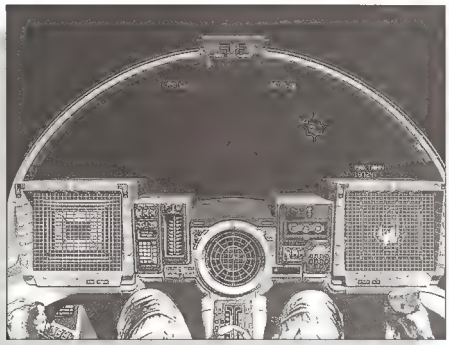


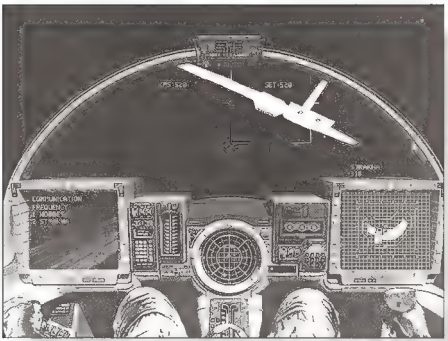
Next, you face two waves of Dralthi IV medium fighters. Do not waste missiles on these ships, as they have thin armor.

Zone 3

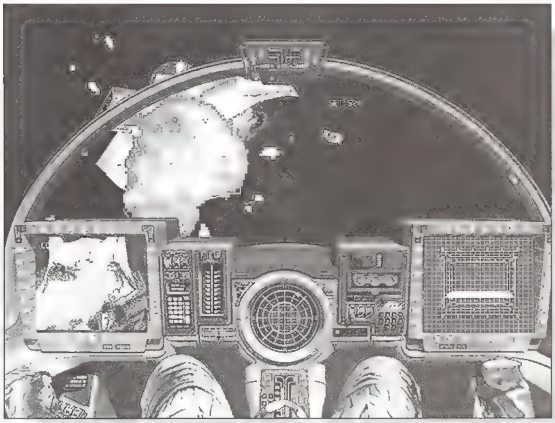
Order your wingman to "break off and attack."

The final wave in this zone consists of four Paktahn bombers. Remember to use fast attacks.





Beating a wave of Strakha stealth fighters involves making an educated guess. Watch their direction when they cloak . . .

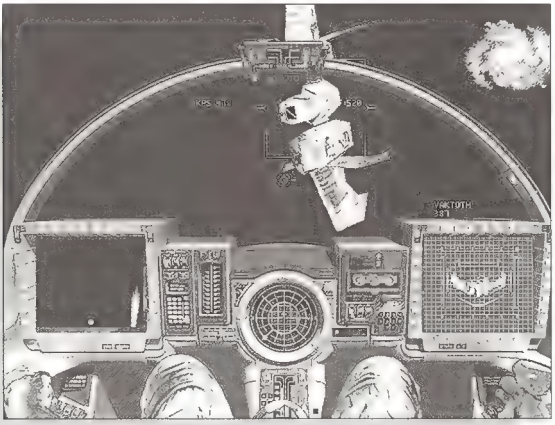


. . . and have your guns pointed in the direction you think they will reappear.

Zone 4

Order your wingman to "break off and attack."

If you have not taken damage by this time, perhaps you should play at a more challenging level.



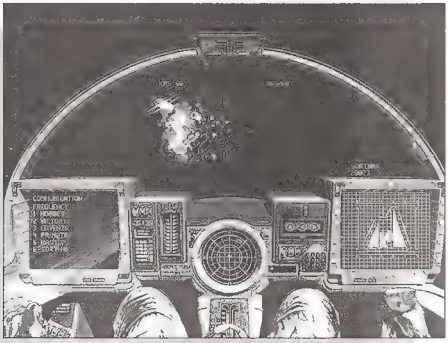
Do not enter into a long-range shooting match with Vaktoth fighters. With a fresh supply of missiles and a Tachyon gun, these monsters can pick you off unless you engage them up close.

When flying an Arrow, the best way to defeat Vaktoth heavy fighters is to fly quick strafing runs across their sides, rather than to approach them from the front or the back.

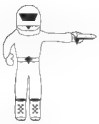
Zone 5

Tell your wingman to "break off and attack."

If you still have missiles, use them on the Sorthak fighters in this zone.



Do not try to slug it out with a Sorthak. These fighters have armor and weapons to spare.



If the damage to your ship begins to mount up, call your wingman for help. Press Alt H.

Return to the TCS *Victory* once you eliminate the Sorthak.

Mission Two: Scout Alcor V for the Temblor Test

Fighter and Wingmen Recommendations

* **Fighter:** Longbow *(if playing lower skill levels)*
  Thunderbolt VII *(if playing higher skill levels)*
* **Missiles:** Default loadout
* **Wingman:** Cobra

If you play *Wing Commander III* in the rookie, veteran, or ace modes, the torpedoes and fire power of a Longbow will help you blast through the capital ships in Zone 1. If you play in the hard, crazy, or nightmare modes, fly a Thunderbolt VII. In the harder levels, the massive number of fighters in Zone 2 can completely overwhelm a Longbow.

Mission Description

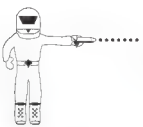
* **Number of Zones:** 3
* **Objectives:** Prepare Alcor V for the Temblor test
* **Number of Enemies by Zone:**
  - **Zone 1:** 3 Corvette *(first wave)*
    1 Destroyer
    4 Darket *(second wave)*
    1 Corvette
  - **Zone 2:** 4 Asteroid fighters *(first wave)*
    4 Strakha *(second wave)*
    3 Darket *(third wave)*

- **Zone 3:** 4 Paktahn *(first wave)*
  1 Destroyer
  6 Darket *(second wave)*
  4 Dralthi *(third wave)*

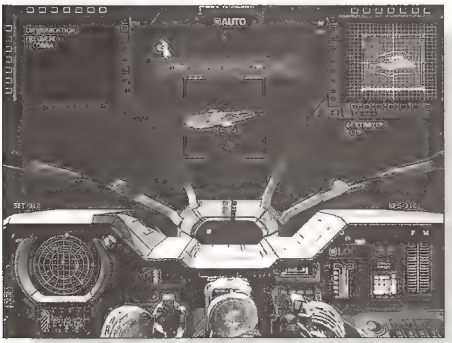
Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Torpedoes ready

Zone 1 *(Longbow)*

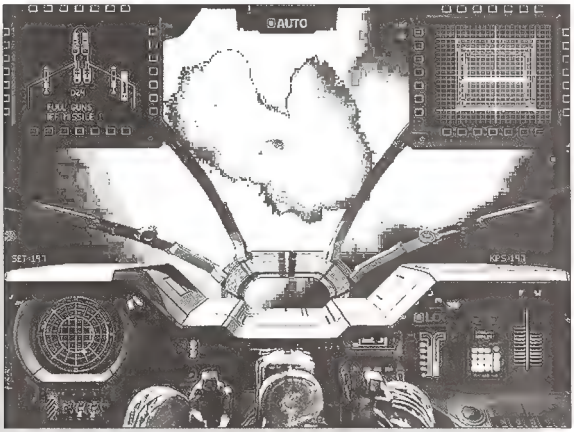


If you choose to fly this mission in a Longbow, keep your wingman in formation through the first wave in this zone.



Begin by eliminating the Kilrathi destroyer. Have your computer lock on to the target. A single torpedo will obliterate the big ship.

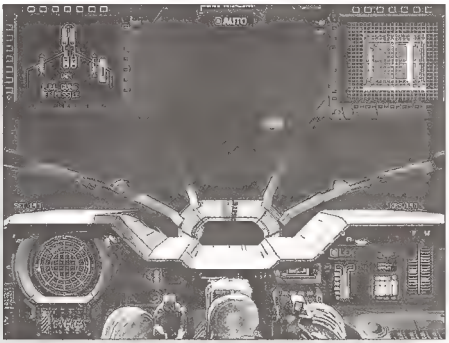
Trust your torpedoes to do their job. Once you fire a torpedo, turn and go to the next target. After a couple of seconds you will see a flash as your previous target explodes.



Fire a torpedo at one of the Corvettes, then assign your wingman to destroy the others.

This is a fun part of the game—that is, defending yourself against swarms of fast-moving fighters.

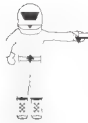
Switch from torpedoes to missiles. Just remember to save as many missiles as possible for the Paktahn bombers in Zone 3.



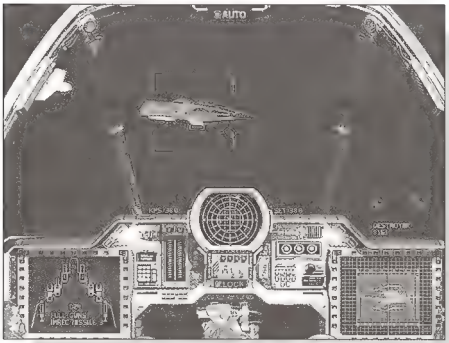
Do not try to keep up with the attacking Kilrathi fighters. Fly in a fairly straight pattern, adjusting only to obtain better shots at enemies. Just remember to check your rear view often.

Assign your wingman to destroy the last Corvette in this zone.

Zone 1 *(Thunderbolt VII)*

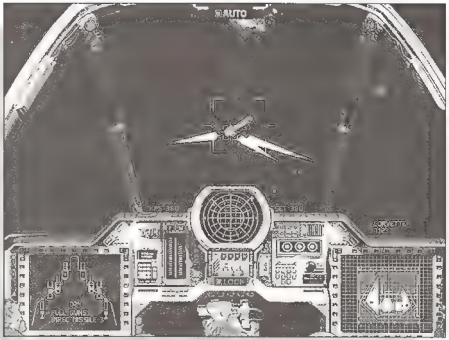


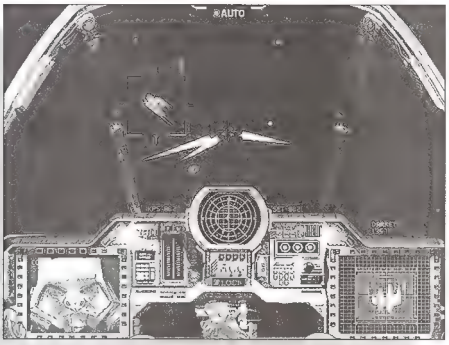
You will have to take out each capital ship very methodically.



Use your torpedo on the destroyer in Zone 1.

Fly strafing runs to eliminate the laser turrets on each ship before attempting to destroy it.

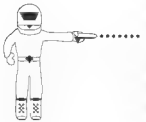




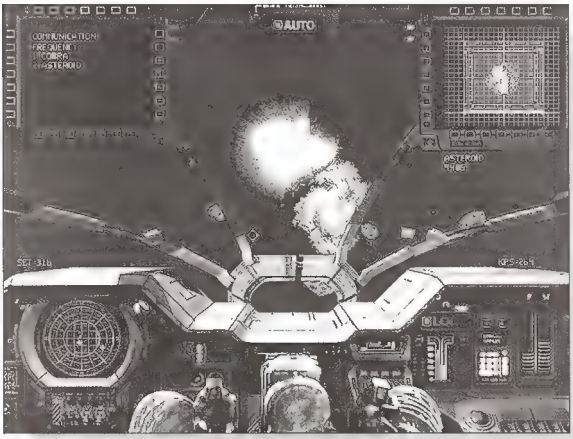
Engage the fighters in the second wave with full guns.

Zone 2 *(Longbow)*

Order your wingman to "break off and attack" as soon as you enter this zone.



The Kilrathi have filled this zone with their fastest and most maneuverable fighters. You cannot chase down an asteroid fighter in a Longbow, even if you use your afterburners. Turn toward attacking fighters to return fire—don't chase them.



Asteroid Fighters–Sure they fly quickly and turn on a dime, but can they take a punch? Not from dual neutron guns.

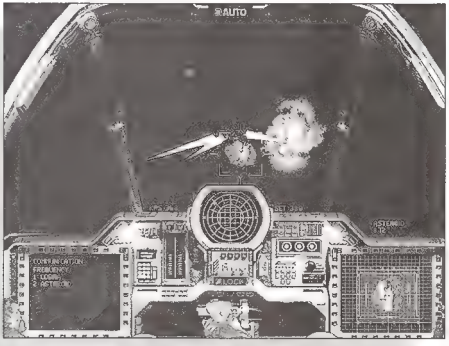
If you get surrounded, force your way out using afterburners. The Longbow's thick shields and armor give you that latitude.

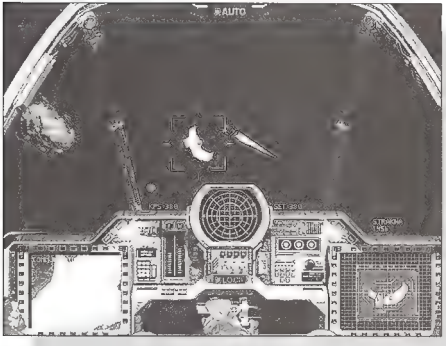
Destroy all Kilrathi fighters in this zone at your leisure. Remember: You've got a Longbow!

Zone 2 *(Thunderbolt VII)*

Order your wingman to "break off and attack."

Though the asteroid fighters can outmaneuver a Thunderbolt VII, they don't stand a chance against its vast array of weapons.



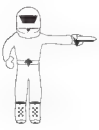


If a Strakha cloaks while you chase it, fire your weapons for one last hit. Cloaking renders the stealth fighter helpless, and a good hit could destroy it.

Do not take unnecessary damage from the three Darket fighters in the final wave. Concentrate your attack on the sides and the rear.

Zone 3 *(Longbow)*

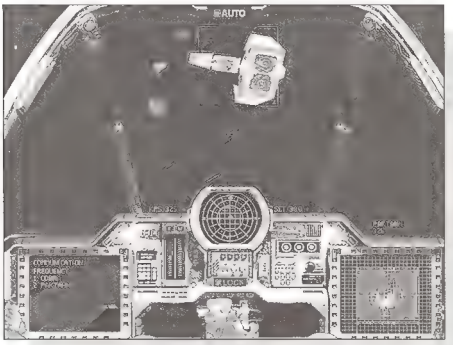
Use your final torpedo on the destroyer. If you have any missiles left, use them on the Paktahn. Kilrathi bombers are nearly as powerful as Longbows, and more maneuverable.



You can defeat the Darket and Dralthi IV fighters in this zone using the same strategy you used in Zone 2. Fly a fairly straight course, veering off only to get a better shot at enemy fighters.

Zone 3 *(Thunderbolt VII)*

Tell your wingman to "break off and attack." Depending on how much damage you have sustained, you may want to assign your wingman to attack the destroyer.



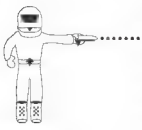
Never fly too close behind a Paktahn or you'll get a HUD-full of mass driver blasts.

Return to the TCS *Victory* once you clear all three zones.

Mission Three: REVENGE!

Fighter and Wingmen Recommendations

- **Fighter:** Computer assigns fighter
- **Missiles:** Default loadout
- **Wingman:** None



This mission gives you the choice of obeying orders and allowing Hobbes to escape, or chasing after Hobbes and facing a possible court martial. I don't mean to tell you how to run your life, but let the kitty go!

I now give you three reasons why you should not chase after Hobbes:

1) If you wander down a path of constantly seeking revenge, your life will be a mess.

2) Captain Eisen has ordered you not to go after Hobbes. As a soldier, you must obey orders.

3) If you go after Hobbes, the Kilrathi will attack the TCS *Victory* while you are away. They kill Vaquero during this attack, meaning that you lose a third wingman. Unless you want to fly with Maniac on your wing for the rest of the war, obey orders and stay on the ship.

Should you decide to go after Hobbes against my sage advice, here's the mission details and strategy.

Mission Description

- **Number of Zones:** 2
- **Objectives:** Sweep all enemy forces out of the zone
- **Number of Enemies by Zone:**
  - **Zone 1:** 1 Thunderbolt VII
  - **Zone 2:** 3 Strakha
    3 Paktahn

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

Zone 1

Hobbes attacks head-on. Fire two missiles and he's gone.

Zone 2

The Kilrathi have launched an attack against the TCS *Victory*. Ignore the Strakha and eliminate the Paktahn. Missiles at close range and full guns will make short work of them.

Once you destroy the Paktahn, mopping up the Strakha goes quickly.

As soon as you eliminate the Kilrathi attack force, return to the TCS *Victory*. Don't expect Eisen to welcome you with open arms.

Mission Four: Provide Air Support for the Marines

Fighter and Wingmen Recommendations

* **Fighter:** Excalibur
* **Missiles:** Default loadout
* **Wingman:** None

Mission Description

- **Number of Zones:** 5
- **Objectives:** Clear the way for the Marines to invade Alcor V
- **Number of Enemies by Zone:**
  - **Zone 1:** 6 Darket
  - **Zone 2:** 6 Ekapshi
    4 Buildings
  - **Zone 3:** 4 Ekapshi *(first wave)*
    2 Ekapshi *(second wave)*
    4 Tanks
    2 Buildings
  - **Zone 4:** No enemies
  - **Zone 5:** 4 Tanks

Suggested Weapons Configuration

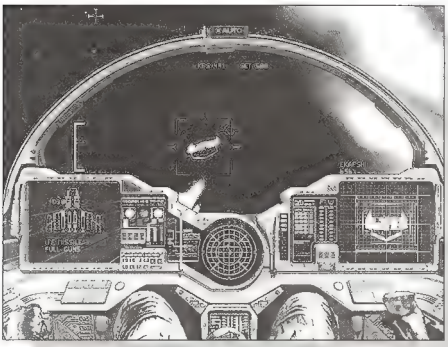
- **Guns:** Full
- **Missiles:** Ready

Zone 1

Six Darkets are little more than a wake-up call now that you're flying an Excalibur. Using full guns, you can destroy these fighters with a couple of shots.

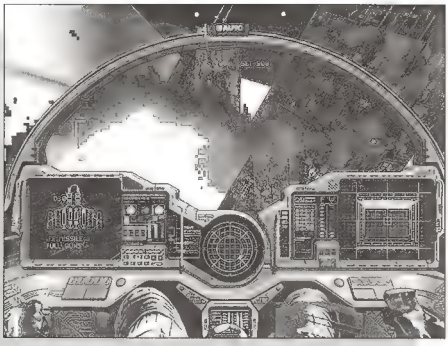
Zone 2

You can demolish an Ekapshi with a single shot if you leave your weapons on full guns.

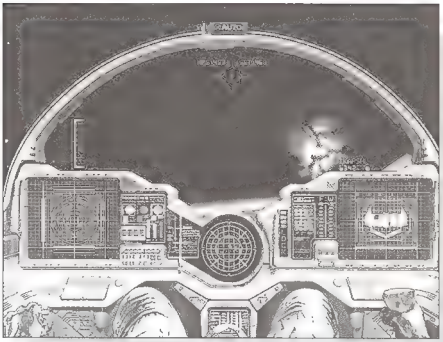


Made for use within an atmosphere, Ekapshi fighters maneuver quickly but cannot withstand much damage. Take the Ekapshi out one at a time, locking on a specific target and tracking it until you have a clear shot.

Though they do not appear immediately, there are several buildings on Alcor V. Destroy them. Make sure to destroy any power plants around the base of these buildings.

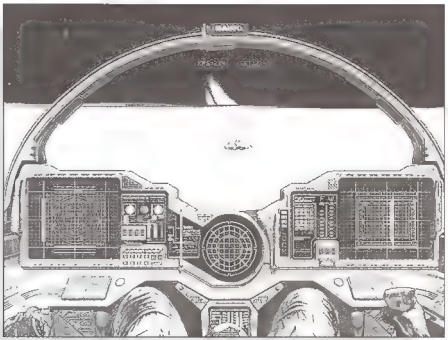


Zone 3



Two small waves of Ekapshi attack as you fly through Zone 3. If you can get a computer lock, blast them with missiles.

Be sure to locate and destroy all tanks and buildings before leaving the zone.



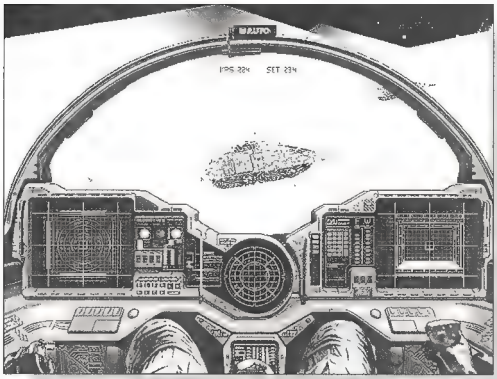
Before leaving the zone, check your radar for orange dots. Tanks can hide behind destroyed buildings.

Zone 4

No enemies present.

Zone 5

Return to the TCS *Victory* once you fulfill the mission objectives.



Locate and destroy enemy tanks on the ground. Try strafing them the same way you would eliminate them if they were turrets on a Corvette.

Dock Time

The Alcor missions start slowly and pick up speed. For me, the biggest challenge of the first mission is staying alive. I recklessly underestimated the firepower of a Corvette and sustained severe damage. After that, I had to consider Dralthi and Darket Fighters dangerous. By the time I got to the Vaktoth in Zone 4, fire spots covered my Longbow.

Having re-evaluated my strategy for attacking Corvettes, I fared much better on the second mission. I know many things I'd rather do than fight four Corvettes and a destroyer in a single zone—dinner with Michelle Pfeiffer comes to mind; but I enjoyed this mission.

You can fly a third mission if you go after Hobbes. I don't understand what Origin wants to prove by making *Wing Commander III* players suppress so much hostility. First we have to let Thrakhath taunt us. Now we let Hobbes get away. I'm calling my psychologist, Dr. Tom Katz, as soon as I finish this game.

I enjoyed flying into an atmosphere in the last mission. Trying to keep up with those pesky Ekapshi fighters made me dizzy, and for a moment clouds and fog appear to cover the planet. That can't be true, of course, because the video footage of Vagabond punching Dr. Severin takes place in a desert atmosphere.

Is it just me?

By the way, remember when Flash slept through an attack on the TCS *Victory* in the Tamayo system? I swear I saw him leaving his ship on a video monitor as the attack began.

Is it just me?

CHAPTER 12

The Freya Missions

So many worlds, so much to do,
So little done, such things to be.
Alfred Tennyson

Who cares if the Kilrathi have 10 ships for every Confederate fighter? The Terrans have a mad scientist who makes bombs and they're tightening the noose. The Freya missions mark the beginning of the end for Kilrah.

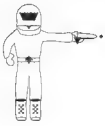
The human factor makes the Temblor bomb more dependable than the Behemoth. Loaded on a sleek fighter and carefully delivered, the bomb has better odds of success than the Behemoth, which had no defense system behaved like an enormous target.

Though you do not drop the Temblor bomb in these missions, you still tighten the battle's noose by discovering a safe corridor to the heart of Kilrah. Win these battles and you set one foot in the cat box.

Mission One: Sweep Kilrathi-Held Space

Fighter and Wingmen Recommendations

* **Fighter:** Longbow
* **Missiles:** Default loadout
* **Wingman:** Flint



1) Since the Kilrathi never launch more than four fighters against you at any time, a Longbow bomber works well on this mission.
2) At this point the Kilrathi can kill Vaquero and Flash if you select them.

Mission Description

* **Number of Zones:** 3
* **Objectives:** Sweep all enemy forces out of the zone
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Darket *(first wave)*
    1 Destroyer
    4 Darket *(second wave)*
  - **Zone 2:** 4 Dralthi IV
    2 Corvettes
  - **Zone 3:** 4 Dralthi IV *(first wave)*
    1 Carrier
    4 Darket *(second wave)*
    4 Dralthi IV *(third wave)*

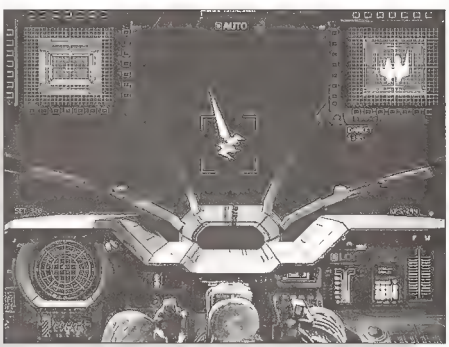
Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Set to torpedoes

Zone 1

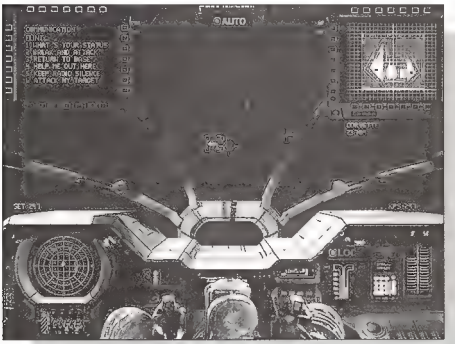
Tell your wingman to "break off and attack."

Head straight for the destroyer. If you get the chance, eliminate one of the Darkets on the way. Lock on to the Destroyer as soon as possible. It takes longer to get a fix with torpedoes than missiles, so don't wait too long to start the process.



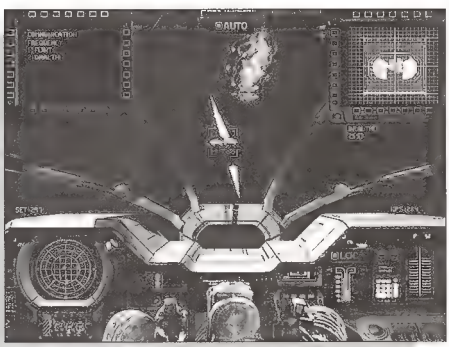
Return and help your wingman with the second wave of Darket fighters.

Zone 2



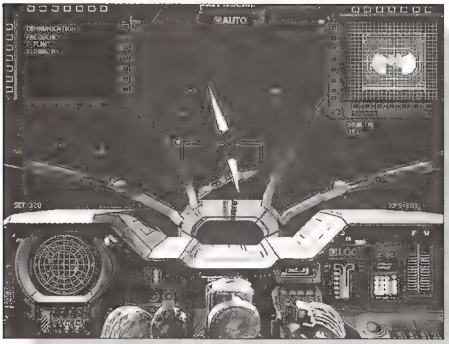
Target one of the Corvettes and assign your wingman to destroy it.

The Dralthi IV fighters come to you as you attack the second Corvette. Use full guns to obliterate them quickly.



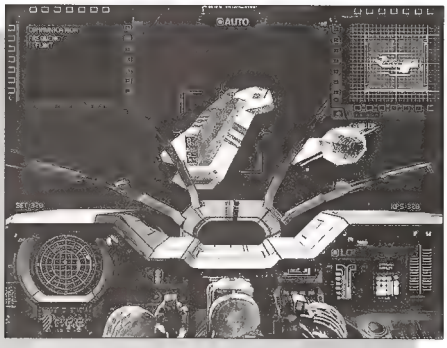
Zone 3

Tell your wingman to "break off and attack."

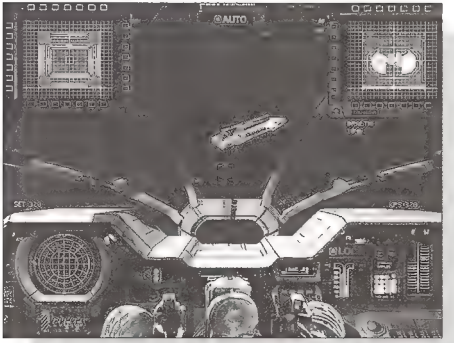


Destroy at least one Dralthi IV before attacking the Kilrathi carrier.

Fire two torpedoes at the carrier to make sure you destroy it.



Do not waste your remaining missiles on the Darket fighters in the next attack wave. Your guns have more than enough power.



Use your remaining missiles on the wave of Drakthi IV fighters. Target them as they approach.

Remember to use your rear turret to eliminate fighters that slip behind you. Return to the TCS *Victory* once you clear out the zone.

Mission Two: Destroy a Kilrathi Shield Generator

Fighter and Wingmen Recommendations

- **Fighter:** Excalibur
- **Missiles:** Default loadout
- **Wingman:** No wingman

Mission Description

- **Number of Zones:** 6
- **Objectives:** Destroy a Kilrathi shield generator
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Dralthi IV
  - **Zone 2:** 4 Ekapshi
  - **Zone 3:** 4 Ekapshi
    8 Buildings
    6 Tanks
  - **Zone 4:** 4 Ekapshi
    4 Tanks
    1 Shield Generator
  - **Zone 5:** 2 Dralthi IV
  - **Zone 6:** 2 Dralthi IV

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready

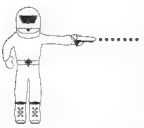
Zone 1

Do not use missiles on these Dralthi IV fighters. You can take them out easily using your guns.

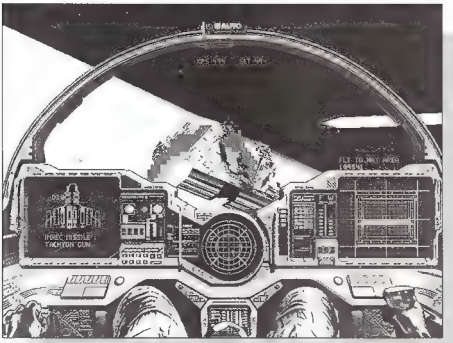
Zone 2

Engineered to fight within an atmosphere, Ekapshi fighters effortlessly outmaneuver any Terran fighter, while in their element even an Excalibur—but they can't fool an image-recognition missile. After you even the odds by blasting a couple of Ekapshi, finish the rest off with your guns.

Zone 3



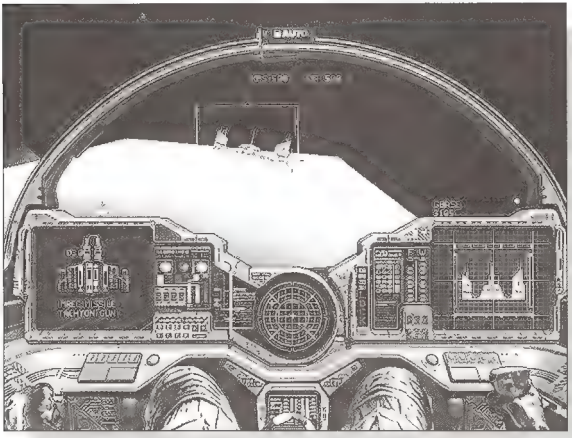
Flying through Zone 3 is like entering a gauntlet. Ekapshi fighters strafe you from above while half a dozen tanks nail you from below. Though neither the tanks nor the Ekapshi have powerful weapons, the cumulative effect of their gunfire mounts up quickly. Use missiles on the Ekapshi, fire your guns at the tanks, and eliminate many enemy vehicles as quickly as possible. You may want to take out the tanks first, they are an easy target.



Once you eliminate some of their defenses, routing out the rest of the Kilrathi forces goes quickly.

Zone 4

Though it's not as dizzying as Zone 3, Zone 4 offers its share of Ekapshi fighters and pesky tanks.



The building at the crest of this mountain is the shield generator. Shoot it to fulfill your mission objectives.

Zone 5

If you have any missiles left, shoot these Dralthi IV fighters before they come close enough to shoot back.

Zone 6

Perhaps a brief review is in order. Dralthi IV fighters have no rear weapons. As they approach, veer off to one side. Circle behind the Dralthi IV fighters and attack them from the rear. Flying an Excalibur, you can easily outmaneuver a Dralthi IV.

An Excalibur has four Tachyon guns—more than enough firepower to finish a Dralthi IV. Return to the TCS *Victory* once you finish playing with the Dralthi IV fighters.

Mission Three: Destroy Kilrathi Ships Passing through the Jump Point

Fighter and Wingmen Recommendations

- **Fighter:** Excalibur
- **Missiles:** Default loadout
- **Wingman:** Maniac or Flint

Mission Description

- **Number of Zones:** 1
- **Objectives:** Destroy Kilrathi ships as they pass through the jump point
- **Number of Enemies by Zone:**
  - **Zone 1:** 3 Dralthi IV *(first wave)*
    2 Darket
    1 Corvette
    3 Darket *(second wave)*
    3 Darket *(third wave)*

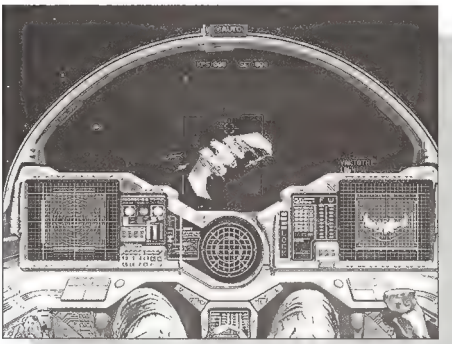
3 Vaktoth *(fourth wave)*
1 Darket *(fifth wave)*
2 Vaktoth
3 Darket *(sixth wave)*

Suggested Weapons Configuration

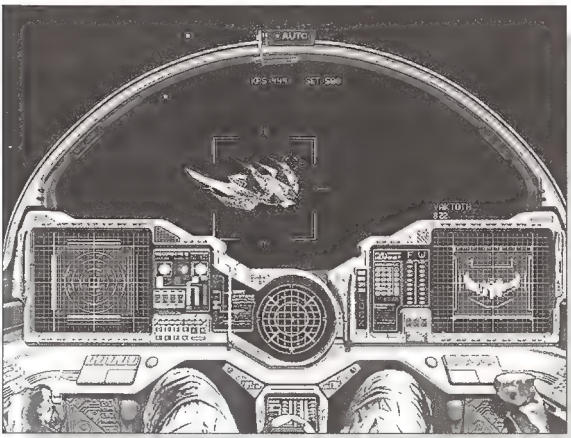
* **Guns:** Tachyon guns only
* **Missiles:** Ready

Zone 1

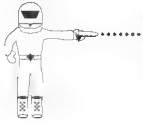
Target the Corvette and order your wingman to take your target. Don't waste your missiles on the Dralthi IV and Darket fighters.



Use your missiles on the Vaktoth heavy fighters. Use your computer to lock on to them, then blast away at long range.



Two waves of Vaktoth fighters emerge through the jump point. Other than that, you mostly encounter Darkets.



Now this is the kind of mission that put Origin on the map. Just when you think you've finished off the bad guys, another wave appears in the distance.

Once you blast the last of the Kilrathi, return to the TCS *Victory*.

Dock Time

Two things stand out about the Freya missions. First, thanks to the disclosure of the Temblor bomb, these missions have a strong sense of purpose. So what if the Behemoth let everyone down? Who cares if a super-colliding generator sounds more high-tech than a really big bomb?

Armed with a sense of purpose, you run right out and sweep the Kilrathi from the system. Not the most exciting mission, but somebody has to do it.

You enter another foggy atmosphere and shoot skyscrapers and Ekapshi fighters in the second mission. I like these missions. Worrying about running the Excalibur into the ground adds new tension to the missions. I lost my bearings many times chasing those pesky Ekapshi.

I liked the third Freya mission because I never knew when it was going to end. Every time you clear the area, a bright flash occurs and a few more targets fly into the zone. Origin does a great job of stringing out missions by providing a steady stream of reinforcements. A mission such as this can easily become boring or too difficult as more and more bad guys pour into the fight. Thanks to Origin's skillful pacing, that never happens on this mission.

CHAPTER 13

The Hyperion Missions

Destruction, hence, like creation, is one of Nature's mandates.
Marquis de Sade

Now you've got a bomb and a path to Kilrah. You could rush right over and burn some fur, but why not test the Temblor bomb?

The game speeds up from this point on. The Hyperion missions are short. You have only one mission when you return to Freya, and then it's off to Kilrah. The benefit of the Hyperion missions comes from learning how to target and fire the Temblor bomb.

Mission One: Test the Temblor Bomb

Fighter and Wingmen Recommendations

- **Fighter:** Excalibur *(no other options available)*
- **Missiles:** Default loadout
- **Wingman:** No wingman

Mission Description

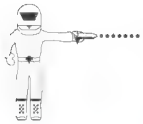
- **Number of Zones:** 6
- **Objectives:** Fire the Temblor bomb into an unstable tectonic fault line
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Dralthi IV
  - **Zone 2:** 2 Ekapshi
  - **Zone 3:** 2 Ekapshi
  - **Zone 4:** 2 Ekapshi
    Test site
  - **Zone 5:** No enemies
  - **Zone 6:** 5 Dralthi IV

Suggested Weapons Configuration

- **Guns:** Tachyon guns
- **Missiles:** Ready

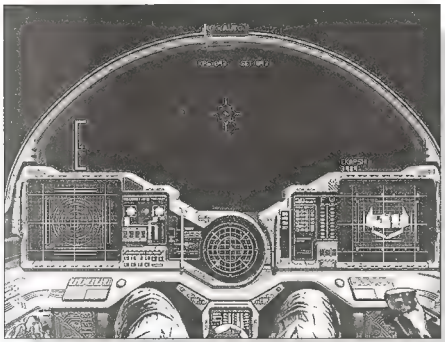
Zone 1

On the easier skill levels you can pick off all four Dralthi IV fighters with your Tachyon guns before they even reach your fighter.



Make sure to save missiles for Ekapshi fighters.

Zone 2



As soon as you see the Ekapshi on your radar, turn toward them, lock your computer on the first target, and fire a missile.

Scroll to the next target by pressing [T], then fire a missile. Even though these ships are lightly armored, their quick turns and good acceleration make the Ekapshi tough opponents in a dogfight.

Zone 3

Play this zone like the previous zone.

Zone 4

Use missiles to eliminate the two Ekapshi fighters in this zone. A special screen appears on your right-hand VDU identifying your target. Press M to scroll through your remaining missiles and prepare the Temblor bomb.

The Temblor bomb takes longer to lock on target than missiles or torpedoes. It takes a few seconds and you may need to slow down or stop entirely. Once the aiming diamond frames the target, press Enter to drop the bomb.

Zone 5

No enemies present.

Zone 6

Use your missiles and Tachyon guns to cut through five Dralthi IV fighters in this zone. Return to the TCS *Victory* once you fulfill the mission objectives.

Mission Two: Escort the Fleet

Fighter and Wingmen Recommendations

* **Fighter:** Longbow
* **Missiles:** Default loadout
* **Wingman:** Maniac

Mission Description

- **Number of Zones:** 3
- **Objectives:** Clear an area for the Terran fleet to assemble
- **Number of Enemies by Zone:**
  - **Zone 1:** 2 Darket *(first wave)*
    1 Destroyer
    2 Darket *(second wave)*
  - **Zone 2:** 2 Dralthi IV (First wave)
    1 Carrier
    2 Dralthi IV *(second wave)*
  - **Zone 3:** 2 Paktahn
    1 Cruiser

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Torpedoes ready

Zone 1

Tell your wingman to "break off and attack."

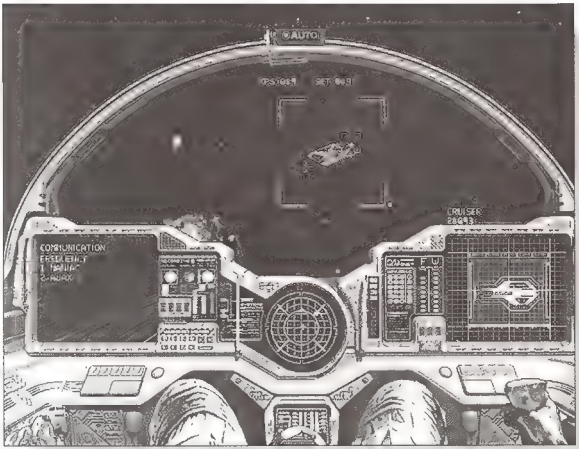
Head for the destroyer. You'll be able to take out a couple of Darket fighters on your way. Once your computer locks on to the destroyer, fire one torpedo. The second wave of Darkets will arrive as the destroyer explodes. Switch to missiles and finish them off.

Zone 2

Order your wingman to "break off and attack." Head straight for the carrier, taking out any Dralthi that cross your path. One torpedo should destroy the carrier.

Zone 3

Order your wingman to "break off and attack." Avoid engaging the Paktahn bombers until after you destroy the cruiser.



It will take two torpedoes to destroy this cruiser. Its shields are one and a half times the thickness of a carrier's shields.

Engage a Paktahn if your wingman has not finished off both by the time you return.

Return to the TCS *Victory* once you fulfill the mission objectives.

Dock Time

The rope tightens with every mission. First we liberate a scientist. Next we have a bomb. Then we test the bomb.

The first Hyperion mission introduces a new skill—precision bombing. It's not the most marketable skill, but everybody appreciates a specialist. I hope you enjoy the first Hyperion mission. Except for the last mission of the game, all the final missions are standard escorting and sweeping missions.

Origin adds a deft touch to this mission by continuing the action even after the bomb explodes. I thought I'd switch on the old radio and enjoy the ride back to the TCS *Victory*, but suddenly a bunch of slobbering kitties surrounded me with their Dralthis. They didn't put up much of a fight, but I was glad to see them.

I would complain about escorting ships in the second mission if it didn't have a definite purpose. Origin didn't just trump up this mission to lengthen the game. The end is near, and Confederation ships must gather for a final assault. Okay, I know it will only take one lousy fighter to drop the Temblor bomb, but those other ships need to show their support.

CHAPTER 14

The Second Freya Missions

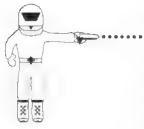
Below the thunders
of the upper deep;
Far, far beneath in the
abysmal sea,
His ancient, dreamless,
uninvaded sleep
The Kraken sleepeth.
Alfred Tennyson

With nothing but space, time, and an act of vengeance standing between the Confederation and victory, you return to the Freya system. Here you prepare for the final assault—the single blow that can end 10 years of death.

Mission One: Prepare the Jump Point

Fighter and Wingmen Recommendations

* **Fighter:** See author's note
* **Missiles:** Default loadout
* **Wingman:** Maniac



This mission tests your skills no matter what you fly. A Thunderbolt VII or an Excalibur will make engaging Kilrathi fighters an easier task. Flying a Longbow reduces the risks you face when engaging Kilrathi capital ships such as the Cruiser in Zone 3.

Mission Description

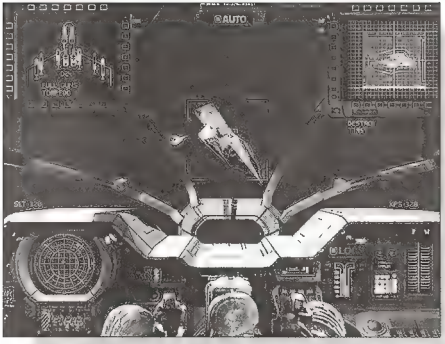
* **Number of Zones:** 3
* **Objectives:** Sweep all Kilrathi ships out of the jump point
* **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket *(first wave)*
    1 Destroyer
    4 Darket *(second wave)*
    2 Dralthi IV *(third wave)*
  - **Zone 2:** 4 Darket
  - **Zone 3:** 4 Darket
    1 Cruiser

Suggested Weapons Configuration

* **Guns:** Full
* **Missiles:** Missiles ready (Thunderbolt VII or Excalibur)
  Torpedoes ready (Longbow)

Zone 1 *(Longbow)*

Order your wingman to "break off and attack." Target the destroyer. Use full guns to destroy any Darket fighters that cross your path.

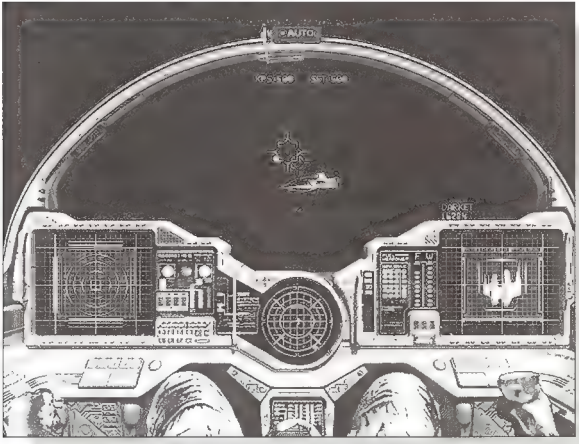


Lock on to the destroyer and fire one torpedo.

Return and assist your wingman with the remaining Darket. Use missiles on the Dralthi IV fighters as they enter the zone.

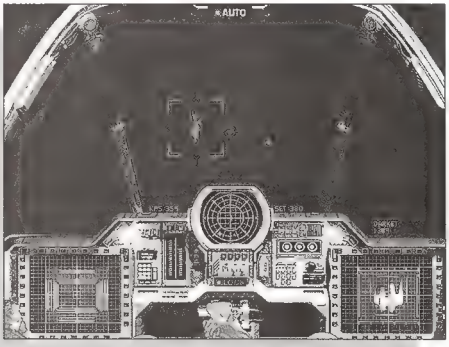
Zone 1 *(Thunderbolt VII or Excalibur)*

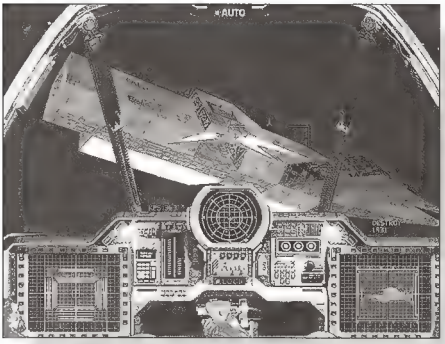
Tell your wingman to "break off and attack." Do not engage the destroyer until after you eliminate the Darket fighters. Once you eliminate the Darket, begin strafing the destroyer's turrets.



Watch your radar; more Darket and Dralthi IV fighters will arrive before you "dispatch" the destroyer.

Engage the fighters as they enter the zone.



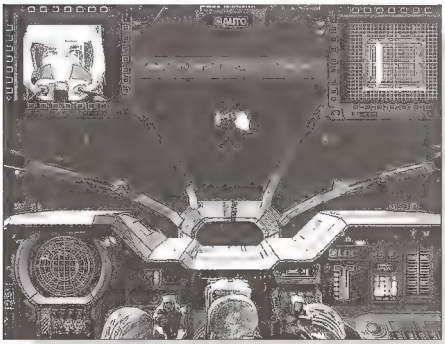


Once you eliminate the Dralthi IV fighters, finish your work with the Kilrathi destroyer.

You do not have to shoot out all the turrets on the destroyer. Just eliminate all the rear turrets and attack the destroyer from behind.

Zone 2

Tell your wingman to "break off and attack."



The four Darket fighters in this zone offer very little resistance.

Zone 3

Order your wingman to "break off and attack." If you have a Longbow, fly straight for the cruiser. When you can establish a lock, fire all your remaining torpedoes.

If you fly an Excalibur or a Thunderbolt VII, help your wingman engage the Darket fighters then you can share the fun of attacking this well-armored cruiser and its 15 turrets.

Once you clear the zone, return to the TCS *Victory*.

Dock Time

Feel daring? Try these missions in a Longbow. The Longbow is great for attacking capital ships, but it sure falls behind when engaging Dralthis and Darkets. Therein lies the excitement of this mission. *Wing Commander III* comprises a unique universe in which players discuss fictitious fighters as if they were trying to decide whether to take a bus, walk, or drive a car. Through skillful storytelling, great acting, and the latest technology, Origin fools you into believing in an alternate world, then rewards you for being duped with more skillful storytelling, great acting, and technology.

Origin could have included more capital ships in this mission. They could have populated the mission with millions of pesky Vaktoths, or created a new super-Strakha that absorbs missiles and spits them back at you. Instead, this short mission slides by with no new tricks, offering only the mildest challenges. Why?

The real finale is about to explode. Sticking another lengthy mission in the Freya System would only distract you. This mission is the tune up mission.

The real test waits just around the bend. The Kilrathi will not go down without a fight.

CHAPTER 15

The Kilrah Missions

Kill a man one is a murderer;
kill a million, a conqueror;
kill them all, a God.
Jean Rostand

You win great victories by stealth, not bravado. Neither Tolwyn's giant gun nor the entire Terran fleet could accomplish the violence that a single bomb dropped from an Excalibur will wreak on Kilrah.

The invasion of Kilrah is actually three missions divided by refuelings at the secret depots along the way. You may notice a certain loneliness as you leave each depot. As you refuel, you view messages from Palladin, but even Palladin's messages will not ease your solitary feelings. This mission has little to do with war or victory. You have come to dispense death.

First Leg: From the TCS Victory to the First Asteroid Depot

Fighter and Wingmen Recommendations

* **Fighter:** Specially equipped Excalibur
* **Missiles:** Default loadout
* **Wingman:** Any three wingmen (They will probably die)

Mission Description

* **Number of Zones:** 5
* **Objectives:** Make it to the first depot alive
* **Number of Enemies by Zone:**
  - **Zone 1:** 2 Sorthak
  - **Zone 2:** 4 Darket *(first wave)*
    2 Corvette
    4 Dralthi IV
  - **Zone 3:** 4 Dralthi IV *(first wave)*
    2 Corvette
    6 Strakha *(second wave)*
  - **Zone 4:** 3 Darket *(first wave)*
    1 Destroyer
    6 Darket
  - **Zone 5:** No enemies

Suggested Weapons Configuration

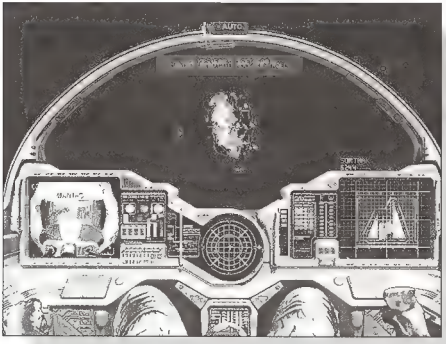
* **Guns:** Tachyon guns active
* **Missiles:** Ready

Zone 1

Order all three wingmen to "break off and attack."

Taken individually, none of these zones poses too much of a challenge. Taken together, these zones could kill you. To avoid an early death, you must avoid absorbing unnecessary damage early on. If that means sacrificing your wingmen, all of humanity expects you to do it.

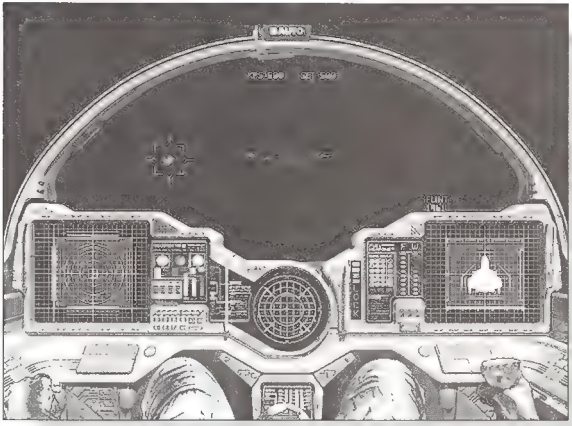
Allow your wingmen to fly ahead of you. Let them absorb the initial hits as you fly into waves of enemy fighters.



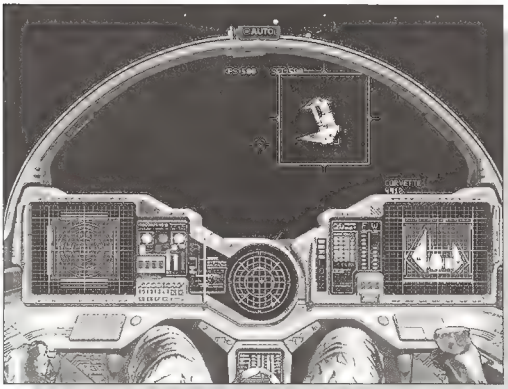
Use missiles on these Sorthak.

Zone 2

Order your wingmen to "break off and attack." If you take more damage attacking capital ships than fighters, make sure your wingmen lead the attack against the Corvettes in this zone.



You will lose wingmen on this mission. Assist them only if you can do so without absorbing unnecessary damage.



Your wingmen will automatically target fighters first. If you have a better record against capital ships, attack the Corvettes while your wingmen destroy the Darket and Dralthi IV fighters. Otherwise, target capital ships, then tell your wingmen to attack them.

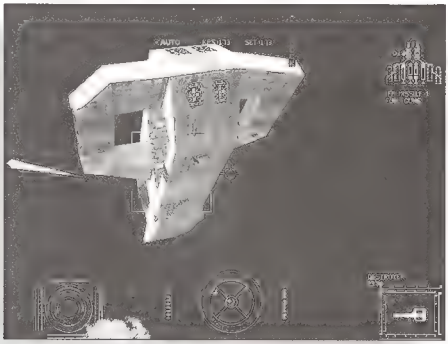
Zone 3

Use the same strategy you used in Zone 2.

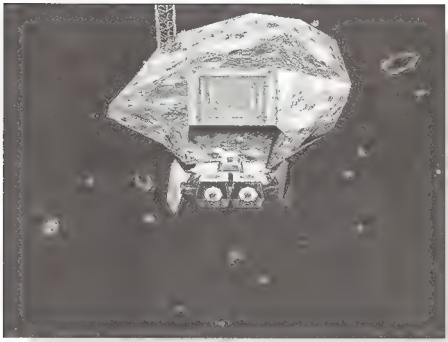
Zone 4

Use the same strategy you used in Zone 2 with one modification—you must assist your wingmen as they attack the destroyer. Your wingmen will not disable the turrets before strafing the destroyer. Left to attack the big ship alone, at least one will die.

Do not fly straight into a destroyer. Nibble around the edges first. Find its turrets and disable them.



Zone 5



Pull into this rock station to refill with fuel and missiles.

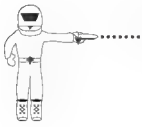
Second Leg: Depot-to-Depot

Mission Description

* **Number of Zones:** 4
* **Objectives:** Fly to a second depot and pick up the Temblor bomb and stealth equipment
* **Number of Enemies by Zone:**
  - **Zone 1:** 4 Darket *(first wave)*
    2 Corvette
    4 Dralthi IV *(second wave)*
  - **Zone 2:** 4 Vaktoth *(first wave)*
    2 Corvette
    6 Strakha *(second wave)*
  - **Zone 3:** 3 Sorthak *(first wave)*
    1 Destroyer
    7 Strakha *(second wave)*
    4 Darket *(third wave)*
    1 Sorthak
  - **Zone 4:** No enemies

Suggested Weapons Configuration

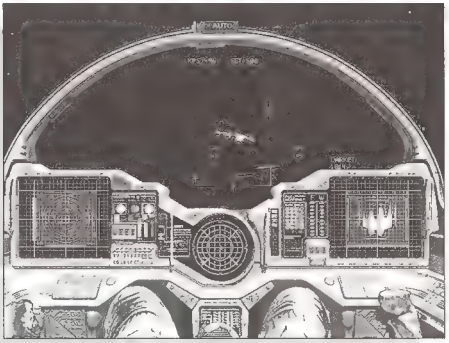
* **Guns:** Tachyon guns active
* **Missiles:** Ready



Zones 1 and 2 of this leg are nearly identical to Zones 3 and 4 of the previous leg.

Zone 1

Order your wingmen to "break off and attack." Set up this mission so that your wingmen absorb the brunt of the Kilrathis' attack.



Attack the Darket first. Those slow-moving Corvettes will not slip away during the action.

Do not use your missiles in this zone. Save them for the Sorthak in Zone 3. Assist your remaining wingmen with these Corvettes or you won't have any wingment left.

Zone 2

Order your wingmen to "break off and attack." With thicker armor, rear turrets, and a Tachyon gun, the Vaktoth make deadly escort ships.

Attacking Vaktoth fighters from the side helps you reduce the amount of damage they can inflict while defending themselves. Make sure you keep an eye on your damage as you attack these Corvettes. You must protect your ship, even if it costs you a wingman.

Zone 3

Use your missiles on these Sorthak fighters to keep this battle short. If this becomes a protracted battle, you will sustain too much damage. Though you should assist your wingman in attacking this destroyer, keep in mind the importance of preserving your ship.

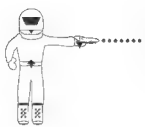
Zone 4

Enter the last depot.

Third Leg: The End of Kilrah

Mission Description

- **Number of Zones:** 5
- **Objectives:** Enter the Kilrah atmosphere and fire the Temblor bomb
- **Number of Enemies by Zone:**
  - **Zone 1:** Not applicable
  - **Zone 2:** Not applicable
  - **Zone 3:** Not applicable
  - **Zone 4:** Hobbes and Thrakhath *(see author's note.)*
  - **Zone 5:** Not applicable



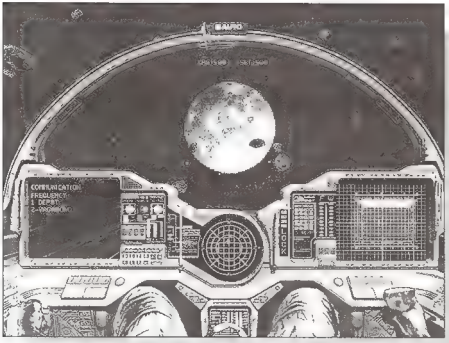
If you let Hobbes escape, you must destroy him now. If you went after him following Cobra's death, you only have to defeat Thrakhath.

Suggested Weapons Configuration

- **Guns:** Tachyon guns
- **Missiles:** Temblor bomb ready

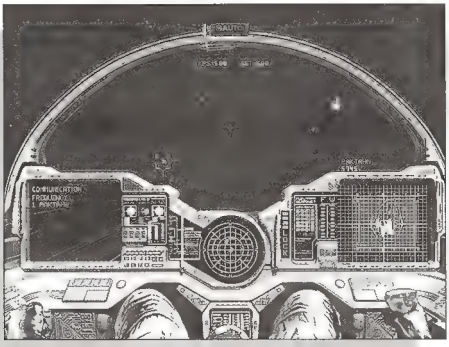
Zone 1

Send your wingmen home as soon as you leave the base.

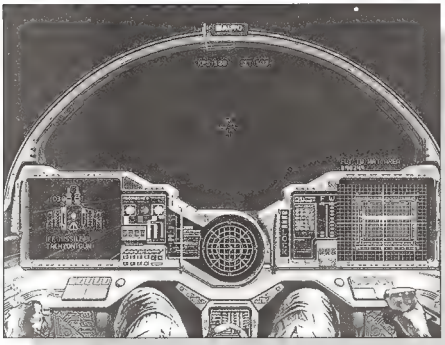


Engage your cloaking device by pressing Ctrl C.

You fly unnoticed past an entire Kilrathi armada.

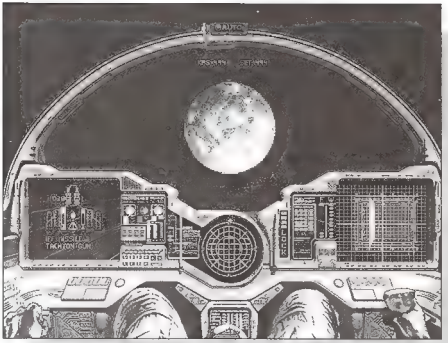


Zone 2



Remain cloaked through this zone.

Zone 3



If you uncloak in this zone, you will face an endless supply of angry Kilrathi.

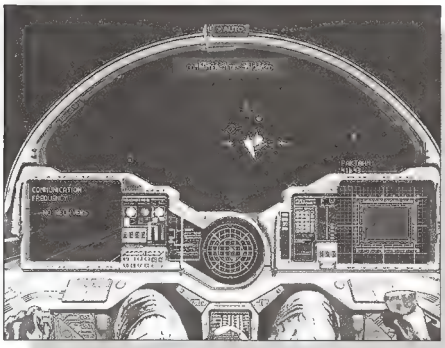
Zone 4

Fly toward the homing beacon until all enemy fighters are off radar. Then engage autopilot. Even duty has its limits. Press Ctrl C to uncloak and battle Thrakhath.

You cannot proceed to the planet until you defeat Thrakhath and Hobbes. If you defeated Hobbes back in Alcor, he stays defeated.

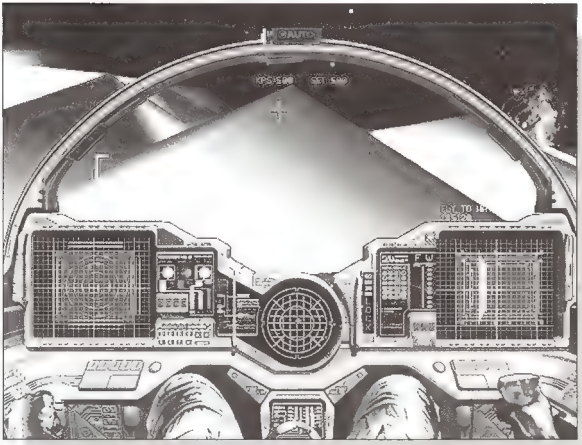
Zone 5

Press Ctrl C to recloak your craft as soon as you enter Kilrah's atmosphere.

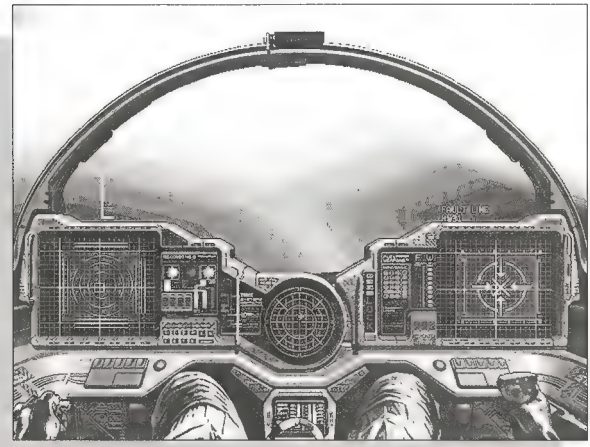


Thrakhath hardly lives up to his nasty reputation, even on more difficult levels. A couple of missiles or a few shots from your guns, and his craft explodes.

Blindly attempting to locate you as you navigate this canyon, Kilrathi pilots crash into its steep walls.



Follow the white cross hairs of your homing beacon. Occasionally you have to cross over jagged hills to stay on course.



This screen appears on your right-hand VDU when you reach the target.

Make sure you set your missiles to launch the Temblor bomb. You cannot fire your weapons while cloaked. Press Ctrl C to turn off your cloaking device, then launch the bomb.

Dock Time

Remember when I complained about having to suppress my desire for revenge? I take it all back. Fighting Thrakhath and Hobbes at the same time amounts to much more satisfaction than fighting them individually. You get to taunt them, dodge them, and fix them within seconds of each other.

This mission demonstrates the fine talents of Origin's script writers. Here you're flying the ultimate mission with the fate of the war in your hands. Excited? You exact revenge on Hobbes for his treachery and Thrakhath for his murders. Jazzed? You even get to play with stealth technology that lets you slip past bewildered Ekapshi patrols. Enthused?

No! Thanks to the fine writing of Chris Roberts and his staff, this mission is somber and lonely. Somehow they replace the thrill of destroying Kilrah with a sense of sadness. I'm not even sure who I felt sorry for. Certainly not the Kilrathi.

Once I blew up Kilrah I began to feel a little better about things. But even while I watched the Kilrathi surrender, I never felt like jumping for joy.

APPENDIX A

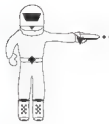
The Blackmane Missions (Losing Path)

If you failed to stop the bio-warheads from striking Locanda, you have to escort three evacuation convoys in the Blackmane system. Lose these missions and you enter a second set of alternative missions that you cannot win.

Mission One: Escort the First Evacuation Convoy

Fighter and Wingmen Recommendations

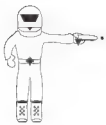
- **Fighter:** Thunderbolt VII
- **Missiles:** Friend-or-foe missiles
- **Wingman:** Cobra



Your wingman selection has little impact on this mission.

Mission Description

- **Number of Zones:** 1
- **Objectives:** Guard the evacuation convoy until it reaches the jump buoy and leaves the system
- **Number of Enemies by Zone:**
  - **Zone 1:** 2 Dralthi IV
    1 Cruiser



Dralthi IV fighters will continue entering the zone until you destroy the cruiser.

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Set to fire torpedo

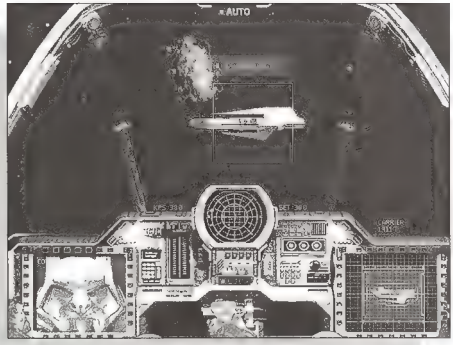
Zone 1

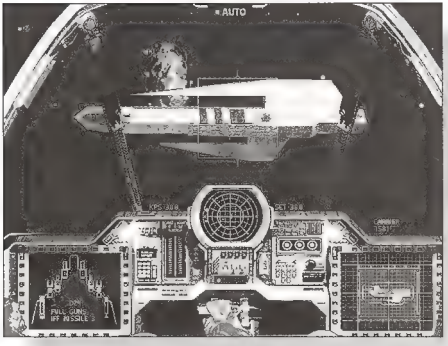
Order your wingman to "break off and attack" as soon as you enter the zone.

Assist your wingman by attacking one of the Dralthi IV fighters so that Kilrathi will not overwhelm your wingman while you attack the cruiser.

Except for dreadnoughts, cruisers have the thickest shields of all Kilrathi ships. You will not destroy this ship with a single torpedo.

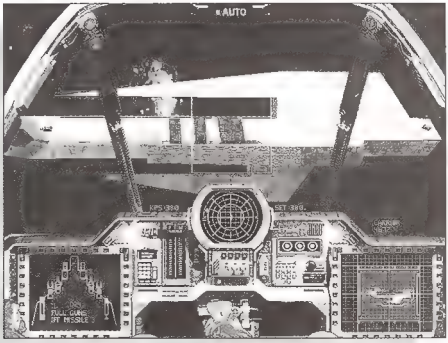
Once you destroy a Dralthi IV, engage the cruiser.

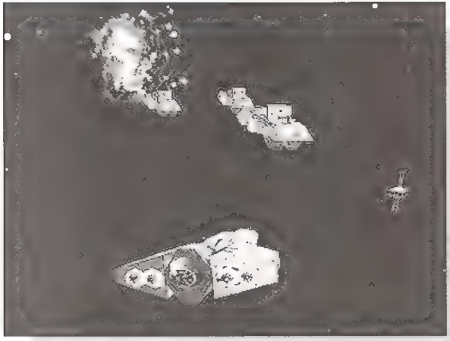




Fire your torpedo as soon as you can lock on the cruiser.

Staying as far out of turret-range as possible, fire your remaining missiles at the cruiser.





Escort the convoy to the jump buoy.

Once the convoy jumps out of the system, you may return to the TCS *Victory*.

Mission Two: Escort the Evacuation Convoy through the Pulsar Zone

Fighter and Wingmen Recommendations

- **Fighter:** Thunderbolt VII
- **Missiles:** Heat-seeker missiles
- **Wingman:** Cobra

Your wingman selection has little impact on this mission.

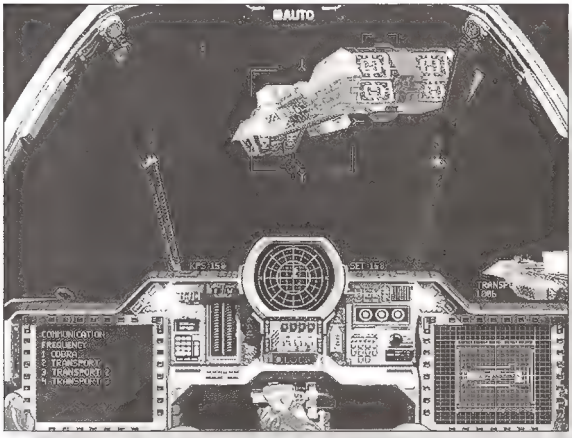
Mission Description

- **Number of Zones:** 3
- **Objectives:** Escort the evacuation convoy to the jump buoy
- **Number of Enemies by Zone:**
  - **Zone 1:** No enemies
  - **Zone 2:** 2 Strakha
  - **Zone 3:** 3 Dralthi IV *(first wave)*
    3 Dralthi IV *(second wave)*
    3 Dralthi IV *(third wave)*

Suggested Weapons Configuration

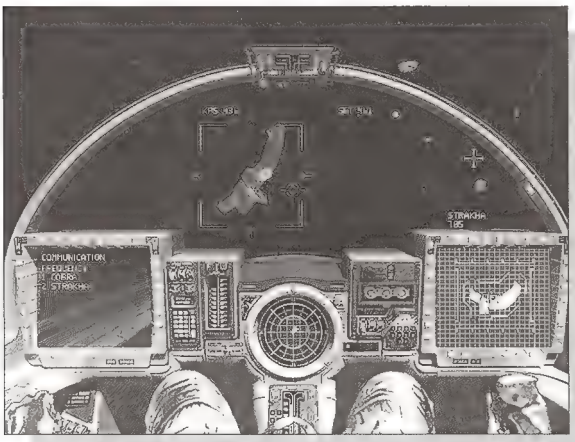
- **Guns:** Full
- **Missiles:** Ready

Zone 1



Meet the convoy and take a close fly-by to establish visual identification. Once you complete your identification, autopilot to Zone 2.

Zone 2

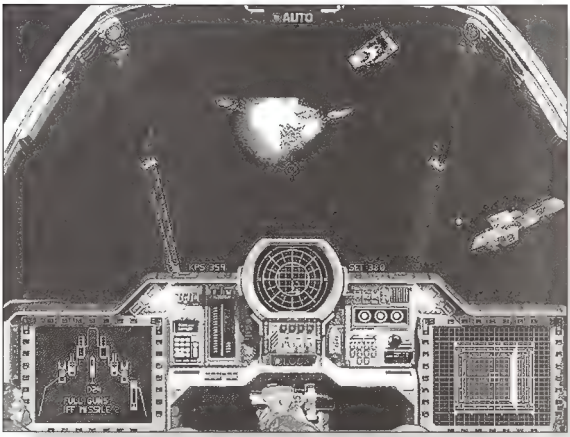


Here's your chance to practice tracking Strakha stealth fighters without much risk. Rather than firing when the fighters first appear, wait until they turn translucent and see if you can guess their paths.

Make sure the Strakha do not get too close to the convoy while you play with them or you'll lose this cat-and-mouse game.

Zone 3

Order your wingman to "break off and attack" as soon as you enter the zone.



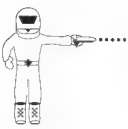
Using missiles and full guns, you can destroy all three waves of Dralthi IV fighters before the next wave arrives.

Follow the convoy to the jump buoy. Once the ships depart, return to the TCS *Victory*.

Mission Three: Escort the Final Convoy

Fighter and Wingmen Recommendations

- **Fighter:** Arrow
- **Missiles:** Default loadout
- **Wingman:** Cobra



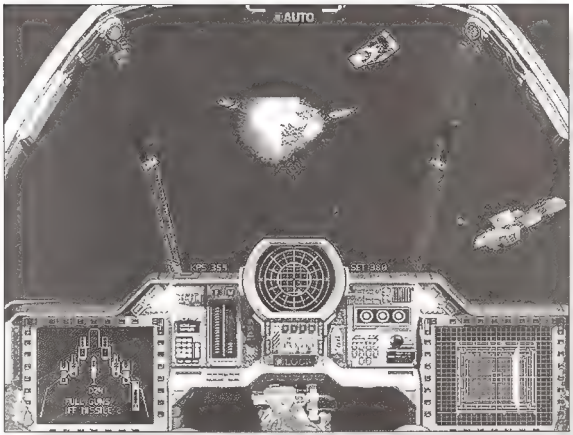
1) Though neither fighter offers a decisive advantage over the other, the Arrow's speed and slightly larger missile load make it a slightly better choice for this mission.
2) Your wingman selection has little impact on this mission.

Mission Description

- **Number of Zones:** 2
- **Objectives:** Meet and protect the final convoy leaving the Blackmane system
- **Number of Enemies by Zone:**
  - **Zone 1:** 3 Strakha
  - **Zone 2:** 4 Strakha *(first wave)*
    4 Strakha *(second wave)*

Suggested Weapons Configuration

- **Guns:** Full
- **Missiles:** Ready



You can configure your weapons and missiles before leaving the TCS *Victory*.

Zone 1

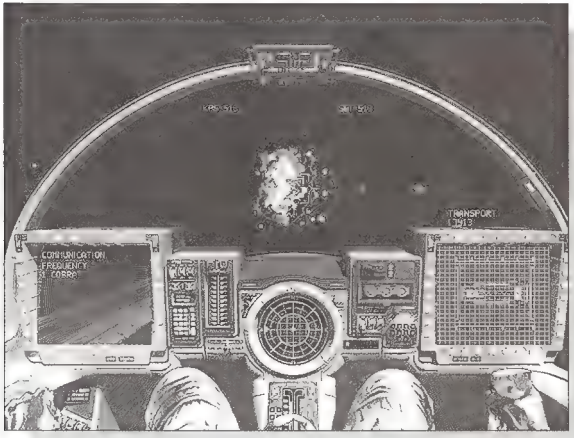
Tell your wingman to "break off and attack" as soon as you enter the zone.

Though transport ships have two turrets and some armor, they offer little resistance to attack. Use afterburners to enter the battle quickly.

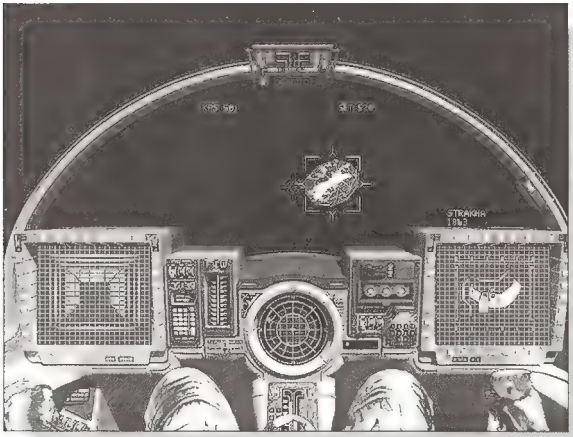
Once you "dispatch" the Strakha, establish visual identification of the transport and then autopilot to the next zone.

Zone 2

Origin has included a couple of surprise attacks to make the war interesting.



Though your radar has not detected them, several Strakha have entered the zone. They will destroy this transport no matter what you do.



Having begun their attack, two large waves of Kilrathi Strakha appear on your radar. To protect the remaining transports, you must move between targets quickly.

If your target disappears, abandon it for the next Strakha rather than shooting blindly. Once you destroy the Strakha and the convoy jumps out of the system, return to the TCS *Victory*.

APPENDIX B

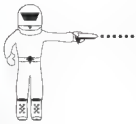
The Delius Missions

If you failed to destroy all the Kilrathi ships in the Ariel system, you have a chance to redeem yourself. Win in Delius, and you continue to the Torgo Missions and the road to victory. Fail in Delius or any future missions and you lose the war.

Mission One: Clear the Kilrathi out of the Asteroid Field

Fighter and Wingmen Recommendations

- **Fighter:** Thunderbolt VII
- **Missiles:** Friend-or-foe missiles
- **Wingman:** Cobra



Aggressive, obedient, and indestructible until later in the game, Cobra makes the best wingman for most missions.

Mission Description

- **Number of Zones:** 3
- **Objectives:** Fly through the asteroid field and destroy Kilrathi ships and bases
- **Number of Enemies by Zone:**
  - **Zone 1:** 4 Vaktoth *(first wave)*
    1 Asteroid base
    2 Vaktoth *(second wave)*
  - **Zone 2:** 3 Dralthi IV *(first wave)*
    3 Dralthi IV *(second wave)*
  - **Zone 3:** 2 Dralthi IV *(first wave)*
    2 Darket *(second wave)*
  - **Zone 4:** 4 Vaktoth

Suggested Weapons Configuration

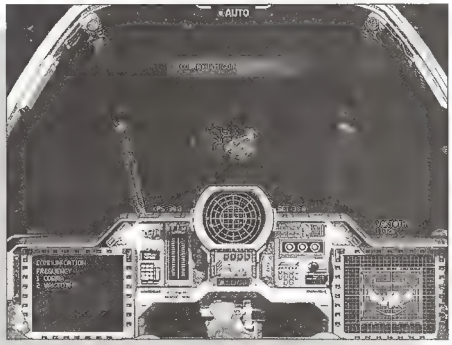
- **Guns:** Full
- **Missiles:** Ready

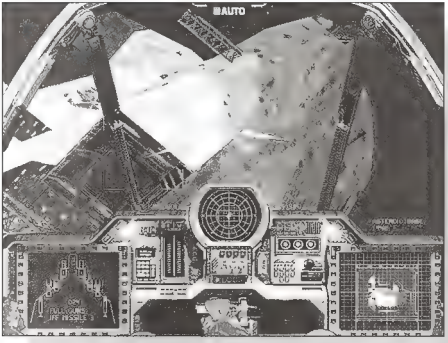
Zone 1

Order your wingman to "break off and attack" as soon as you enter the zone.

Use your missiles on the Vaktoth fighters in Zones 1 and 4. Though a single missile will not destroy a Vaktoth, it damages its shields. Follow up with full guns.

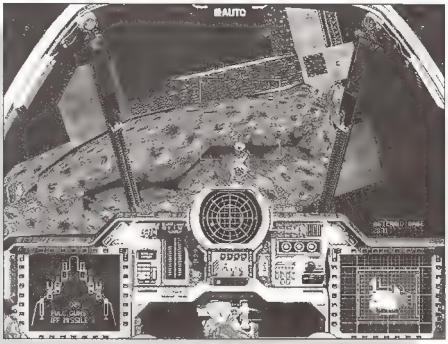
This asteroid houses a cleverly concealed Kilrathi base. Not particularly fast or maneuverable, this base won't escape while you engage the Vaktoth fighters.





After you and your wingman exterminate the first six Vaktoth fighters, attack the asteroid base. Your wingman will hold off the second wave of fighters.

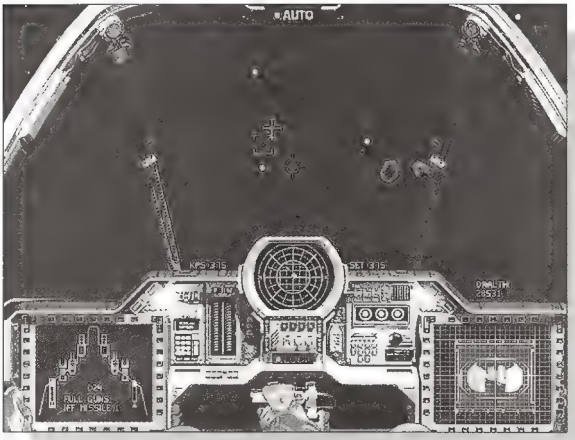
Attacking this base from the back will not hurt it. Flying straight into it, fire your torpedo.



Continue our attack by destroying several turrets and creating a safe zone. Park your fighter in that zone and finish off the base.

Zone 2

Order your wingman to "break off and attack." In this zone you engage two waves of Dralthi IV fighters.

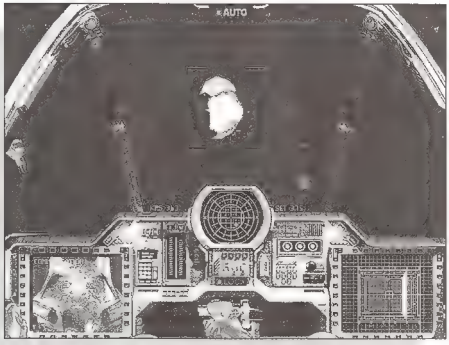


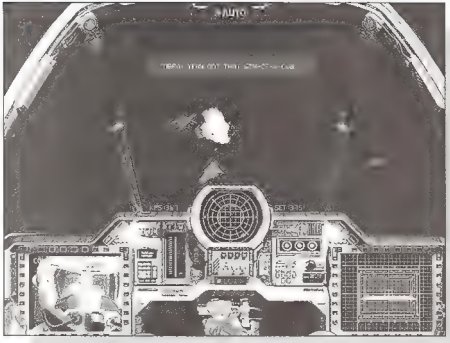
If you have missiles, save them for Zone 4. Your guns pack more than enough power to handle six Dralthi IV.

Zone 3

Order your wingman to "break off and attack."

If you think your guns work well in a one-on-one battle with a Dralthi IV . . .

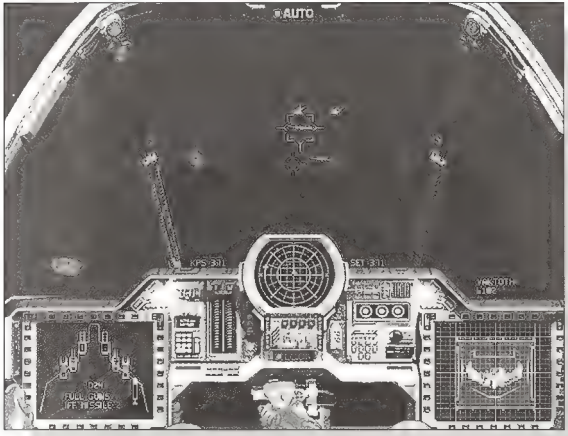




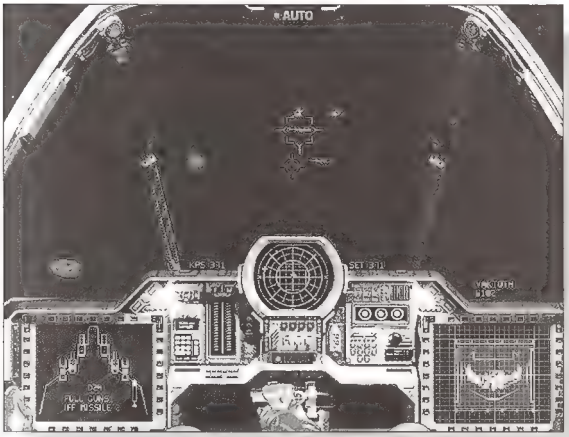
. . . just wait till you see how they do one-on-one with a Darket.

Zone 4

Order your wingman to "break off and attack."

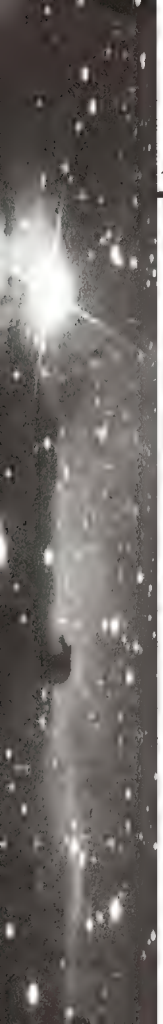


The fun couldn't go on forever. If you have missiles, use them against these Vaktoth heavy fighters.



Press \ to fly at full-throttle. Considering the Tachyon gun and missiles, speed tactics are a good idea.

Once you clear all Kilrathi out of the asteroid field, you may return to the TCS *Victory*.



APPENDIX C

The Proxima and Sol Missions

Wing Commander III includes a losing path with unbeatable missions. If you fail a mission and the TCS *Victory* jumps to the Proxima System, you've been sucked into that unwinnable loop.

The TCS *Victory* retreats from the first mission—in the Proxima System. The second mission ends with the Kilrathi invading the earth. You can no longer save humanity once you enter these missions, so go back to one of your last saved games and retrace your steps.

COMPUTER GAME BOOKS

The 7th Guest: The Official Strategy Guide	$19.95
Aces Over Europe: The Official Strategy Guide	$19.95
Aegis: Guardian of the Fleet—The Official Strategy Guide	$19.95
Armored Fist: The Official Strategy Guide	$19.95
Alone in the Dark: The Official Strategy Guide	$19.95
Betrayal at Krondor: The Official Strategy Guide	$19.95
CD-ROM Games Secrets, Volume 1	$19.95
Computer Adventure Games Secrets	$19.95
Donkey Kong Country Game Secrets the Unauthorized Edition	$ 9.95
DOOM Battlebook	$14.95
DOOM II: The Official Strategy Guide	$19.95
Dracula Unleashed: The Official Strategy Guide & Novel	$19.95
Dragon Lore: The Official Strategy Guide	$19.95
Front Page Sports Baseball '94. The Official Playbook	$19.95
Harpoon II: The Official Strategy Guide	$19.95
Heli: A Cyberpunk Thriller—The Official Strategy Guide	$19 95
King's Quest VII: The Official Strategy Guide	$19.95
The Legend of Kyrandia: The Official Strategy Guide	$19.95
Lemmings: The Official Companion (with disk)	$24.95
Lode Runner: The Legend Returns—The Official Strategy Guide	$19.95
Master of Orion: The Official Strategy Guide	$19.95
Microsoft Arcade: The Official Strategy Guide	$12.95
Microsoft Flight Simulator: The Official Strategy Guide	$19.95
Microsoft Golf: The Official Strategy Guide	$19.95
Microsoft Space Simulator: The Official Strategy Guide	$19.95
Might and Magic Compendium: The Authorized Strategy Guide for Games I, II, III, and IV	$19 95
Myst: The Official Strategy Guide	$19.95
Outpost: The Official Strategy Guide	$19.95
Pagan: Ultima VIII—The Ultimate Strategy Guide	$19.95
Panzer General: The Official Strategy Guide	$19.95
Prince of Persia: The Official Strategy Guide	$19.95
Quest for Glory: The Authorized Strategy Guide	$19.95
Rebel Assault: The Official Insider's Guide	$19.95
Return to Zork Adventurer's Guide	$14.95
Shadow of the Comet: The Official Strategy Guide	$19.95
Sherlock Holmes, Consulting Detective: The Unauthorized Strategy Guide	$19.95
Sid Meier's Civilization, or Rome on 640K a Day	$19 95
Sid Meier's Colonization. The Official Strategy Guide	$19 95
SimCity 2000: Power, Politics, and Planning	$19.95
SimEarth: The Official Strategy Guide	$19.95
SimFarm Almanac: The Official Guide to SimFarm	$19.95
SimLife: The Official Strategy Guide	$19.95
SSN-21 Seawolf: The Official Strategy Guide	$19.95
Star Crusader: The Official Strategy Guide	$19.95

Strike Commander: The Official Strategy Guide and Flight School	$19.95
Stunt Island: The Official Strategy Guide	$19.95
SubWar 2050: The Official Strategy Guide	$19.95
TIE Fighter: The Official Strategy Guide	$19.95
Ultima: The Avatar Adventures	$19.95
Ultima VII and Underworld: More Avatar Adventures	$19.95
Under a Killing Moon: The Official Strategy Guide	$19.95
Wing Commander I and II: The Ultimate Strategy Guide	$19.95
X-COM UFO Defense: The Official Strategy Guide	$19.95
X-Wing: The Official Strategy Guide	$19.95

VIDEO GAME BOOKS

Behind the Scenes at Sega: The Making of a Video Game	$14.95
Boogerman Official Game Secrets	$12.95
Breath of Fire Authorized Game Secrets	$14.95
Complete Final Fantasy III Forbidden Game Secrets	$14 95
EA SPORTS Official Power Play Guide	$12 95
Earthworm Jim Official Game Secrets	$12.95
The Legend of Zelda: A Link to the Past—Game Secrets	$12.95
Lord of the Rings Official Game Secrets	$12.95
Maximum Carnage Official Game Secrets	$ 9.95
Mega Man X Official Game Secrets	$14.95
Mortal Kombat II Official Power Play Guide	$9.95
GamePro Presents: Nintendo Games Secrets Greatest Tips	$11.95
Nintendo Games Secrets, Volumes 1, 2, 3, and 4	$11.95 each
Parent's Guide to Video Games	$12.95
Secret of Mana Official Game Secrets	$14.95
Sega CD Official Game Secrets	$12.95
GamePro Presents: Sega Genesis Games Secrets Greatest Tips, Second Edition	$12.95
Official Sega Genesis Power Tips Book, Volumes 2, and 3	$14.95 each
Sega Genesis Secrets, Volume 4	$12.95
Sega Genesis and Sega CD Secrets, Volume 5	$12.95
Sega Genesis Secrets, Volume 6	$12.95
Sonic 3 Official Play Guide	$12.95
Super Empire Strikes Back Official Game Secrets	$12.95
Super Mario World Game Secrets	$12.95
Super Metroid Unauthorized Game Secrets	$14.95
Super NES Games Secrets, Volumes 2, and 3	$11.95 each
Super NES Games Secrets, Volumes 4 and 5	$12.95 each
GamePro Presents: Super NES Games Secrets Greatest Tips	$11.95
Super NES Games Unauthorized Power Tips Guide, Volumes 1 and 2	$14.95 each
Super Star Wars Official Game Secrets	$12.95
TurboGrafx-16 and TurboExpress Secrets, Volume 1	$ 9.95
Urban Strike Official Power Play Guide, with Desert Strike & Jungle Strike	$12.95
Virtual Bart Official Game Secrets	$12.95

To Order Books

Please send me the following items:

Quantity	Title	Unit Price	
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____

Subtotal	$ _____
7.25% Sales Tax (CA only)	$ _____
8.25% Sales Tax (TN only)	$ _____
5.0% Sales Tax (MD only)	$ _____
7.0% G.S.T . Canadian Orders	$ _____
Shipping and Handling*	$ _____
Total Order	$ _____

*$4.00 for shipping and handling charge for the first book and $1 for each additional book.

By Telephone: With MC or Visa, call (916) 632-4400. Mon-Fri, 9-4 PST.
By Mail: Just fill out the information below and send with your remittance to:

Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677

Satisfaction unconditionally guaranteed.

My name is _____

I live at _____

City_____ State_____ Zip_____

MC/Visa#_____ Exp._____

Signature_____

U.S. $19.95/Can. $27.95/U.K. £18.49 Net • Computer Games/Simulation

The Cats *Will* Come Back—
Unless You're Armed with the Secrets Inside

It's up to you to defeat the Kilrathi—the nastiest feline foes in the known universe. If only you knew how and where they were going to strike...if only you could have their battle plans in advance...now you can!

Wing Commander™III: The Ultimate Strategy Guide lets every cat out of the bag with:

- Complete strategies for each battle
- Mission debriefings that review important tactics
- A galaxy of combat photos
- A detailed analysis of each fighter craft
- And much more!

Author Steve Kent doesn't waste your time or put you in a catatonic stupor with exhaustive plot descriptions. Instead, you immediately get what you really need: complete combat tactics and strategies before you engage the enemy.

STEVE KENT is a syndicated columnist for *The Los Angeles Times* and the Times/Mirror Media Group. He writes for *Electronic Games*, *Computer Life*, *CD-ROM Today*, and he is a frequent contributor to *The Seattle Times*. He is the co-author of *Star Crusader: The Official Strategy Guide* (Prima).

UNOFFICIAL, UNCENSORED, UNLICENSED, AND UNAUTHORIZED!
This fully independent book is not affiliated with Origin™ Systems

Secrets of the Games™
An Imprint of Prima Publishing

Platform: IBM PC and compatibles, CD-ROM

ISBN 1-55958-607-9

9 781559 586078 51995

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!